Remnant: Time to Duel

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After a grueling week of exams and projects, Team Cfvy, Team Rwby, and Team Jnpr plan on unwinding with a movie and snacks in the student lounge. But while getting some games, Ruby accidentally brings Jaune's collection of Yu-Gi-Oh cards. And then asking, Jaune agrees to teach them how to play. Little did Jaune know, this would create a new wave of duelists in every academy.

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Chapter 1

Remnant: Time to Duel

Chap 1

"Finally." Team Rwby shouted as they, Team Jnpr, and Team Cfvy sat down in the student lounge. Thankfully, their classes ended earlier than others, which meant they had a full three hours before other students might arrive. But they didn't have to worry about that since it was Friday, which also meant that most students would be heading into Vale once they finished their classes.

"Man. This week was brutal." Yatsuhashi said as he sat down.

"Yeah. I think the teachers had it out for us." Blake agreed.

"They must have, considering they decided to place all the midterm tests, projects, and presentations in the same week." Ren said, rubbing his eyes.

"But at least it's Friday, and classes are over, which means our break starts now." Jaune said.

"And we can finally get some rest and sleep." Pyrrha said with a yawn.

"How does everyone think they did?" Coco asked.

"Mostly fine."

"Decent."

"Pretty good."

"Hopefully, not too bad."

"That's good." Coco said.

"So, what now?" Velvet asked.

"Well, it's too late to go into Vale since the last of the bullheads left." Ren began.

"And since we don't have anything else to do for today or the rest of the week, we don't have to worry about anything coming up." Yatsuhashi continued.

"Perhaps we can watch a movie." Blake asked, slightly surprising the others. But they quickly remembered that even Blake had her limits and was probably too exhausted to read her books.

"Sounds good. Maybe we can turn it into a small party with snacks and drinks." Yang suggested.

"Yang." Blake warned.

"Yes?"

"Do you really want to risk invoking Goodwitch's wrath?"

"Especially after we just finished our exams." Ruby added.

"Of course not. I'm not talking about a big party. Just a small celebration for getting through midterms."

"Fine." Everyone relented but still kept an eye on Yang, as they knew she loved to party.

"So, what movie should we watch?" Velvet asked, moving to sit closer to Jaune.

"Perhaps a romance movie?" Pyrrha suggested, doing the same while glaring at Velvet, who returned the glare. All the while, Jaune was unaware of what was happening.

"Nah. How about an action movie?" Yang suggested.

"Come on, Yang. We've seen like ten in the past few months. And each of them used the same repetitive tropes as others did. How about something different?" Weiss said.

"Fine." Yang said, rolling her eyes. "Any ideas?"

"I want to say drama, but we had enough the past week." Weiss began.

"How about horror?" Ren asked.

"Sorry. But I'm not too big on horror movies." Velvet said.

"How about adventure?" Pyrrha asked.

"Depends on the movie." Coco answered.

"Atlantis: The lost empire?" Jaune suggested, catching everyone off guard.

"Wow. I haven't seen or heard about that movie in over a decade." Weiss said.

"But. It would be nice to see it again. It was always my favorite when I was younger. Do you have it, blondie?" Coco asked.

"Yeah. It's the dorm." Jaune answered.

"I guess that settles it. We'll watch Atlantis while having some snacks and drinks." Yatsuhashi said.

"Should we bring some games?" Nora asked.

"Might as well." Weiss said.

"In that case. I'll make everyone some snacks." Jaune said, getting up as he knew everyone would ask him to make them their favorite

desserts. After all, they had asked him to do so before. "Ruby. Mind getting the movie and games from my team's dorm?"

"Sure. Where are they?" Ruby asked, getting up.

"Some are in the closet, and the rest are under either my bed or Nora's." Jaune answered.

"On it." Ruby said before dashing out of the room.

"So. What do you guys want me to make?" Jaune asked, turning back to the others.

Half an Hour Later

"Okay. I got the games and movie." Ruby shouted as she dashed into the room.

"Awesome. We can get started." Nora shouted as she ate her snack.

"What took you, sis?" Yang asked as she drank some coffee. But little did Ruby know, it had some Amaretto in it.

"I had to use the bathroom. And I had to look for the movie for a bit since it wasn't in the spot Jaune told me it was." Ruby answered.

"Oh, right. I forgot that Nora and I cleaned the dorm, and I moved some things to another spot. My bad." Jaune apologized.

"It's fine." Ruby said as she placed the board games onto the coffee table, followed by a silver suitcase.

"Uh. What's in the suitcase?" Blake asked, confused.

"I found it under Jaune's bed, along with two other board games. I thought it was another." Ruby answered.

"Wow. I forgot about the case." Jaune said with a chuckle.

"What's inside it, Arc?" Weiss asked, curious.

"Another board game?" Nora asked.

"Or some secret. Like hidden messages from a lover." Yang teased, causing Jaune to roll his eyes as he stood up while Velvet and Pyrrha tensed up.

"No. Nothing like that. It's just some cards that I use to play with some of my friends outside of Beacon." Jaune answered as he opened the suitcase to reveal hundreds of cards inside.

"Wow. That's a lot of cards, blondie. Are you a collector of some kind?" Coco asked, lowering her shades.

"You could say so." Jaune answered as he looked at the cards with fondness as the memories came flooding back.

"Are they part of some game, Jaune?" Blake asked, curious.

"Yes. These cards are part of the card game called Yu-Gi-Oh."

"Yu-Gi-Oh?" Everyone asked, confused.

"I never heard of it before." Velvet said.

"That's understandable. Everyone has their own tastes in what they like." Jaune said.

"Have long have you been playing, Jaune?" Pyrrha asked, curious.

"I have been watching the shows since I was about five and started playing the game when I was about seven."

"Wait. There's a show about the game?" Yatsuhashi asked.

"Yeah. I think there are seven series about the show and about fifty video games. But it's mostly known for the show and card game."

"Wow."

"Fox is saying you must really love the game." Yatsuhashi said.

"You could say so."

"Is it difficult to learn?" Nora asked.

"Yes. Yu-Gi-Oh is extremely difficult to learn as the barrier to entry is ridiculously high." Jaune answered.

"Barrier to entry?" Ruby and Weiss asked, confused.

"What it takes to understand or be able to get into the game without too much trouble. That's a simplified version of it." Blake explained.

"Basically. But the skill floor is much higher if you want to be competitive and join the tournaments." Jaune said.

"Wait. There are tournaments for this game?" Yang asked, surprised.

"Yup. Locals and international. Yu-Gi-Oh is pretty much played throughout the four kingdoms and nearly every village/settlement."

"Is it fun?" Ruby asked, looking over some of the cards and their interesting designs.

"Of course. Especially when you're playing with friends as I normally do."

"You said this game's skill floor is pretty high for someone to be competitive, right?" Pyrrha asked, seeing an opportunity to spend time with her crush and possibly confess.

"Yes." Jaune answered.

"How about for non-competitive play?"

"As in just playing with friends and just for fun, then the skill is floor is a lot lower. Still high, but not as high." Jaune answered. "Why?"

"Maybe you can teach us how to play? It does seem interesting." Velvet said, catching onto Pyrrha's plan. But she also genuinely wanted to learn the mechanics of the game.

"YES! Teach us, Jaune." Ruby and Nora shouted.

"Alright. How about the rest of you?" Jaune said, smiling.

"Sure. Why not." Weiss answered.

"It does seem interesting, after all." Blake added.

"And we do like learning new things." Yatsuhashi said, with Fox nodding.

"And if nothing else, it would be a good way to pass the time." Coco added.

"Looks like we're all in agreement." Yang said as everyone sat on the floor. "So, where do we begin, Vomit Boy?"

"I think we should start with the rules." Ren said.

"Yes. But before we do, how about everyone picks out a deck? And then we can start from there." Jaune said.

"A deck?" Ruby asked.

"A deck is your cards. It can have any amount ranging from forty to sixty cards."

"Can it have more or less?" Coco asked.

"No. It cannot be more or less."

"I feel like that rule was implemented after an incident." Weiss said.

"Yes. And that was a rather funny event. But I'll tell it another time." Jaune answered, chuckling, as he remembered the time when one player brought a deck consisting of over two thousand cards to a tournament.

"Can we pick any deck we want?" Blake asked.

"Yup. Choose any archetype you want."

"Archetype?" Nora asked, confused.

"A little explanation would be nice, blondie." Coco said.

"Right. Archetype basically refers to a group of cards that belong to one family that share a similar naming component." Jaune explained before adding. "But don't think about it too much. Just pick a deck that calls to you."

"Alright." Coco said as everyone looked over the decks in the suitcase. However, after a moment, none of them picked one.

"Having trouble?" Jaune asked, chuckling.

"Yeah. There are just so many here that we don't know which ones to choose." Weiss answered.

"What decks did you have, Jaune?" Ren asked.

"Oh. I use the Knoble Knights and Infernoble Knights archetypes." Jaune answered as he took out two decks from the case. One had a card with the name Artorigus, King of the Noble Knights, and the other had the name Infernoble Knight Emperor Charles.

"Really wanted to drive home the knight theme." Coco said with a smirk.

"Technically, only the Noble Knights are... knights." Jaune began.

"Kind of lost your train of thought on that one." Yang said with a smirk.

"Yeah." Jaune sheepishly said. "Anyway. Infernobles are more closely related to paladins than knights."

"Still. Knights in shining armor." Velvet said, moving closer to Jaune.

"But you don't need to choose something that relates to you like I did." Jaune said.

"Still. Can you help us?" Pyrrha asked, moving closer to Jaune.

"Sure." Jaune said as he adjusted his sitting position. "Let's start with Ruby."

"YAY!" Ruby cheered as she moved to stand next to Jaune. "So, what do you think would fit me?"

"I have just the decks." Jaune said as he pulled out two decks. The top card of the first one had a weird-looking alien with the name Elemental Hero Neos. The second one had a dragon of some kind that had the name Black Rose Dragon. "The deck with the alien is called Elemental Heros. The other is called the Black Rose Synchro deck."

"Is that a plant or a dragon?" Coco asked.

"Both." Jaune answered.

"The first is about heroes, and the second is about plant dragon things?" Ruby asked, curious.

"More or less."

"I think I will go with the Heroes since I always watch shows about them back home on Saturday mornings." Ruby said as she picked up the Heroes deck.

"Alright. Now for Yang." Jaune said as he put back the Black Rose Deck.

"What do you got for me, Jaune?" Yang asked, curious.

"Well, there are three decks that I have in mind. They are called The Brotherhood of the Fire Fist, Tenyi, and Yang Zing." Jaune answered as he pulled out the three decks. "However. I don't recommend the Tenyi or Yang Zing decks. And that's mainly because they are a bit more advanced or need a better understanding of the game's mechanics and rules. The Fire Fist deck is slightly easier."

"And what are the Fire Fists about?"

"Indirectly supporting each other, swarming the field, and hitting hard."

"I'll take it." Yang said as she grabbed the deck and began looking through the cards.

"Now for Blake."

"Do you have anything resembling feline faunus or faunus in general?" Blake asked.

"Yes. There are a few decks like that, but I have only one. And there are the Lunalights." Jaune answered as he pulled out the deck and gave it to Blake.

"Thanks, Jaune."

"Okay. Weiss. Your turn. Any ideas?"

"Do you have anything relating to ice themes or summons?" She asked.

"Really sticking with the ice theme, huh." Coco said.

"Summons. I know what you are getting at, but you might need to use a different word since summons is a mechanic name in Yu-Gi-Oh. There are a few that come to mind, but most are engines and not decks. There might be one or two, but I don't have them. As for ice-themed decks, there are three in the entire game."

"What do you mean by engines, Jaune?" Pyrrha asked.

"An engine is basically a combination of cards that work well together but contains too few cards to make a full deck." Jaune explained.

"In that case, what ice-themed decks do you have?" Weiss asked.

"I have only two. The first is Ice Barriers, and the second is Nekroz."

"Which one do you suggest I start with?"

"Ice Barriers. They might not be so good in the competitive scene, but they are not overly complicated. Nekroz decks aren't that complicated for those familiar with the game, but for new players, they can be overwhelming."

"Do they have any decent cards?"

"Ironically, yes. They might have some of the worst main deck cards, but they have some of the most powerful extra deck monsters. Some were even on the forbidden list in the competitive scene for years."

"What do you by main deck and extra deck?" Ren asked.

"I'll explain those later." Jaune answered before turning back to Weiss. "So, do you want to choose Ice Barriers or another deck?"

"Well. You did say this would be a relatively easy deck to use to better understand the game's mechanics. And if I like the game, I could always purchase another deck at... Where did you get them, Arc?" Weiss asked.

"There are card shops all over Remnant. I can take you one tomorrow if you want." Jaune answered. Weiss nodded before taking the Ice Barriers. "Well. That is Team Rwby done. Now, for my team. First, Ren."

"What do you have for me, Jaune?" Ren asked.

"There are a few decks, but one I think fits you perfectly. And that is the Ancient Warriors deck." Jaune answered as he gave him the deck.

"Thank you, Jaune." Ren said as he took the deck.

"Now for Nora."

"Yes! What do you have, Jaune-Jaune?" Nora excitedly asked.

"Something that fits your electric personality." Jaune said as he pulled out a deck with the top card having an image of a massive dragon with electricity coursing through its body. That card's name was Thunder Dragon Colossus. "This is a Thunder Dragon Deck. It's all about powerful dragons that use electricity as their attacks."

"YES! THANK YOU JAUNE-JAUNE!" Nora shouted as she took the deck before giving Jaune a quick Jaune.

"Now, for Pyrrha." Jaune said.

"Let me guess, a warrior-themed deck?" Yang asked.

"Yes, considering Pyrrha is a four-time champion. And I have the perfect deck in mind that represents her skill and undying will." Jaune answered as he moved a few decks to the side before pulling one out. "Heroic Champions."

"What's this deck about?" Pyrrha asked as she examined the cards.

"Heroic Champion monsters are based on mythological weapons. And according to some lore in the books and shows, Heroic

Champions have a crimson Phoenix crest which symbolizes their undying fighting spirit. They are all about increasing their attack power and swarming the field."

"Wow. That fits her to a T." Ruby said, surprised.

"Thank you, Jaune." Pyrrha said, smiling before wrapping her arms around Jaune and giving him a light peck on the cheek, earning a blush from him.

"Anyway. Moving to Team Cfvy. Let's start with Velvet." Jaune said after coughing to clear his throat.

"What deck do you have in mind?" Velvet asked, glaring at Pyrrha, who feigned innocence.

"I have a deck in mind that reminds me of your fighting style. You use your camera to summon hard-light weapons to fight. The deck, Artifacts, is about summoning light-construct people and having them wield the weapons." Jaune answered.

"So, like an inverse of what bun-bun can do." Coco said.

"In a sense. Aesthetically, at least." Jaune answered.

"What are the Artifacts about?" Velvet asked.

"Artifacts are based around artifacts and weapons of ancient history and mythology. They center around destroying themselves and some of the cards being able to act as spell cards."

"Thanks, Jaune." Velvet said before doing the same as Pyrrha and giving Jaune a kiss on the cheek, earning a blush from the knight and a growl from the champion.

"Alright. Now for Yatsuhashi."

"Yeah. What deck will you give our big protective member that doesn't use dust or weapons?" Coco asked, earning a smile from

Yatsuhashi.

"I wasn't sure, but you just gave me the perfect deck idea." Jaune said as he pulled out another deck. "Superheavy Samurai. They are all about a strong defense with little to no help from spell and trap cards."

"Strong defense with little help from other things people generally use. That definitely sounds like Yatsuhashi." Coco said.

"Now for Fox and Coco. Honestly, I'm not sure what decks to give you two." Jaune said as he racked his head for ideas.

"Well, Coco has a minigun, and her semblance allows her to use her aura to increase the effects and power of dust. She also loves to make a statement with her fashion sense." Velvet said.

"Fox is asking if you have anything that could even remotely relate to any of that." Yatsuhashi said.

"The closest deck that I could think of is Springans. They are machine-type cards with the fire attribute. And I'll explain what attributes are later. And most of them have a firework appearance which gives them a sort-of flashy look and style to them." Jaune said after thinking back to some decks he recently saw.

"Maybe not an exact match, but I do like the sound of it, so I'll take them." Coco said after thinking it over.

"And like I told Weiss, if you don't like how they play, you can always find more decks and cards at the local card shops." Jaune reminded.

"Now for Fox, which might be tricky." Yatsuhashi said.

"I want to say his weapons, but I doubt there is a deck relating to bladed weapons attached to the owner's arms." Yang said.

"Fox is silent most of the time, and his semblance is telepathy. Maybe-" Ren began but stopped when Ruby interjected.

"I GOT IT! A SPY!" She shouted, surprising everyone.

"Huh. Well, I mean. Maybe in a very lenient definition of spy, I guess a Spy-themed deck might fit Fox." Coco said, not entirely convinced.

"But I can't think of any other decks that might fit him." Jaune said while grabbing the correct deck.

"Wait. I just realized something." Nora said, getting everyone's attention.

"What is it, Nora?" Ren asked.

"Isn't Fox blind?" Hearing this, everyone became surprised and a little guilty for not realizing it earlier.

"Right. So, uh. Is there some way for Fox to play the game?" Weiss asked.

"Surspingly, yes. But the creators only began to do so rather recently. They began making cards with braille." Jaune answered as he put the deck away before grabbing a different one. "Luckily, I have the same deck with braille."

"Wow. Talk about lucky." Blake said, not expecting Jaune to have the deck.

"Fox is asking what the deck's name is." Yatsuhashi said.

"It's called Spyral. And they have a couple of different playstyles." Jaune answered.

"Okay. So now that we have our decks, can we go over the rules?" Weiss asked.

"Some basic ones first. Yu-Gi-Oh is a card dueling game where two or more people face off against each other. Both players begin with eight thousand life points and must try to get the opponent's life points to zero." Jaune began.

"Are there other ways to win the match?" Pyrrha asked.

"There are alternative win conditions in Yu-Gi-Oh. However, none of your decks can do it."

"Why are some cards pink, green, light brown, and yellow?" Coco asked, curious.

"There are three types of cards in the main deck. The pink ones are Trap cards. Green cards are spell cards. Light brown cards are effect monster cards, and yellow are vanilla cards, which means monster cards that have no effects."

"What are these weird symbols?" Ruby asked, pointing to the symbol on a spell card that appeared to be a compass.

"There are different types of spell and trap cards. For spells, there are normal, continuous, quick-play, equip, field, and ritual types. As for traps, there are normal, continuous, and counter cards. And before I forget, I need to tell you a key difference between them. Most spells can be activated from your hand during your turn. However, quick-play cards are the exception to this rule. But you must set them during your turn in order to activate them during your opponent's turn. Traps are similar in that you must set them before you can activate them on your next turn. Of course, there are exceptions to these rules."

"What about monsters?" Velvet asked.

"Monsters are different. But I won't go into too much detail about the ones that have restrictions or conditions because of their effects." Jaune began before grabbing two cards from the case and pointing to the stars above the images. "Each main deck monster card has a level represented by the stars. Level four and lower monsters can be summoned to the field face up or face down. But any monster with a higher level requires a tribute. Five and six-star monsters need a single tribute, while level seven and higher need two. But like the spell and trap cards, there are exceptions."

"What about the extra deck and attributes?" Yang asked.

"The extra deck is a separate deck from the main deck, which consists of a combination of Fusion, Synchro, Xyz, and Link Monsters. Those are special types of monsters that require a specific method to summon them. As for attributes and monster types, those are only important for certain card effects that affect them or requirements."

"How many can we summon in a single turn?" Nora asked.

"That comes to summons. There are normal and tribute summoning which I just explained. Unless there is a card effect in play, you can only normal summon once per turn. However, special summons are different. You can special summon as many times as you want as long as you have the cards to do so or if there isn't a card preventing you. You can also special summon during your opponent's turn. Extra deck monsters follow similar rules, with some you can only summon during your turn while others you can during either player's turn."

"It... it is certainly a lot. And I doubt we would remember all this." Weiss said.

"It really is a lot. This is part of the reason why there is such a massive barrier to entry for the game. But don't worry. After a bit of practice and dueling, you'll start to get the hang of it." Jaune assured.

"Is there a rule book that we can use in case we forget something?" Ruby asked.

"Yes. I have some here." Reaching into the pocket on one side of the case, Jaune pulled out eleven small books and handed them out to everyone. "These are the rulebooks."

"What rules should we go over next?" Coco asked, flipping through the rulebook.

"Actually. I think the best way to go over the next couple of rules would be while two of you duel." Jaune answered, surprising everyone.

"Are you sure about that, Jaune? I'm still struggling to understand what some of the card text means." Blake asked, reading the text on her Lunalight Panther Dancer.

"I'm sure. Don't worry. I'll help you through it and answer any question you might have." Jaune said, smiling as he cleared the table before placing two play mats on it. "Now. Who's willing to go first?"

"I'LL GO!" Nora shouted as she bounced up.

"Guess I'll go. I really want to see some of these cards in action." Ruby said, moving to sit on the opposite side of the table.

"YES! PREPARE TO FEEL THE MIGHT OF MY THUNDER DRAGONS!" Nora declared, causing the others to chuckle.

'As Yugi said to Kaiba in that episode: IT'S TIME TO DUEL.' Jaune thought as he moved to the side so he could guide Ruby and Nora through their duel.

Chapter 2

Remnant: Time to Duel

Chapter 2

Important Note: This is somewhat of a disclaimer about the story and duels that will be in it. I am beyond rusty when it comes to Yu-Gi-Oh. The last time I played Yu-Gi-Oh even somewhat competitively was back when Dino Rabbit, Inzektors, and Wind Ups were running around in the meta. And I dropped off entirely when Konami introduced pendulums into the game. I only recently got back into it because of Duel Links which has a different format entirely. Additionally, most of the decks that will be in the story I have not played with or seen people play with. So, expect some misplays, at least for the first few chapters while I try to catch up. Also, most of the decks in the beginning will be pure decks but that's for story purposes. That will change soon though. Ex. Ruby adding other Hero monsters and cards from other archetypes such as Masked heroes.

"This will be interesting." Coco said as Jaune set up two game mats for Ruby and Nora.

"How do you decide who goes first?" Velvet asked, curious.

"There's no official method to that. You can use any method as long as both duelists agree to it." Jaune answered.

"How about rock paper scissors?" Ruby suggested.

"If Nora agrees to it, sure."

"Alright. On three." Nora said as she and Ruby raised their hand.

"Rock."

"Paper."

"Scissors."

"YES!" Ruby shouted while Nora pouted.

"Now, who goes first?" Jaune asked.

"Wait. I thought I go first because I won?"

"I should have been clear. This only lets the person who won to decide if they want to go first or not."

"Oh. I guess I'll go first."

"Alright. Now, before we start. We must shuffle your decks. Give me your decks."

"Here you go."

"Are there any ways we have to shuffle our decks?" Nora asked as she handed Jaune her deck.

"There are ways *to* shuffle your decks, but there is no official one. There are a few, though, that you might want to avoid using mainly because of what some others have done at past tournaments." Jaune answered.

"What do you do, blondie?" Coco asked.

"I split the decks into three, combine them, then do the overhand shuffle." Jaune answered as he split before decks before combining them and doing the overhand shuffle. He then gave the decks back to Nora and Ruby. "Okay. Both of you draw five cards while I set something up."

"Jaune." Ruby said.

"Yes?"

"You said cards that have a blue, purple, black, or white border belong in the other deck, right?"

"Yes."

"I drew some. Where do I put them?" Ruby asked, showing Jaune the cards she drew.

"Right. I forgot to take them out. You put them here where it says extra deck." Jaune answered, pointing to the card zone that said extra deck. "Nora. You do the same, add the cards back into the deck, then draw five new cards."

"Okay." Nora said before doing as told.

"Alright. Since this will be your first duel, I'll be guiding both of you through this and explaining what each card does. But you will still have to make most decisions yourself." Jaune said as he moved to sit next to Ruby while grabbing a rule book. "Okay. Ruby. It's your turn. But take it easy since there is no time limit."

"Wait. Is there a time limit to this game, Jaune?" Weiss asked.

"Yes. But it's mostly only in tournaments and competitive play."

"Let's see. You said I can only... summon level-four monsters without having to use another monster, right?" Ruby asked.

"Yes. There are exceptions to these rules, which you don't have to worry about, but if they come up, I'll help you. But to answer your question, yes. You do not need to tribute a monster to summon level four or lower monsters. And you can only summon them in face attack position or face down defense position."

"Hmm. I only have one card, then. And it seems weak with the attack and defense it has. So I'll put in face-down defense position." Ruby said, setting Wroughtweiler in the center column.

"Ah, just a heads up, but it's best not to say anything about your cards while you have them in your hands. If you do, you're giving your opponent an advantage. But I'll let it slide this time since your both learning." Jaune said.

"What's this symbol mean?" Ruby asked, pointing to the symbol on the Skyscraper card.

"The symbol means it's a field spell card. And it goes here if you choose to activate it." Jaune answered, pointing to the field card zone.

"Can I set it?"

"Yes. You can set the field spell card or choose to activate it. But its effects don't activate while face down."

"Okay. I'll activate this card. And then I'll set this card." Ruby said, activating Skyscraper before setting her polymerization card. "Uh. Is there a turn order or something, Jaune? Outside of me going first and then Nora."

"Oh, right, my bad. There is an order to each person's turn. It goes like this. First is the draw phase, where you draw a card. The second is the standby phase which is generally only there for the turn player to pay for the maintenance cost of some cards. Then is the Main Phase 1, where you make your plays. After that comes the Battle Phase, where you have your monsters attack. But unlike the others phases that come before, you can skip this phase since it is not mandatory. However, you do have to tell your opponent this. Then comes Main Phase 2, where you finish your plays or activate effects that have a restriction where you can only activate them during the Main Phase 2. Lastly, there is the End Phase, where you end your turn, and it becomes your opponent's turn. Oh, and the person who goes first cannot attack that turn."

"So I can't attack since I went first. Alright. I'll guess I'll end my turn." Ruby said.

"Now it's Nora's turn." Jaune said as he moved to sit next to Nora. "And because she's going second, she gets to draw a card."

"Do I have a good hand, Jaune?" Nora asked, showing Jaune her cards after drawing a card.

"I would say so." Jaune lied, as he knew Thunder Dragon decks were highly consistent. So much so that even a 'bad hand' was still good. There was a reason they were Tier 1, after all.

"Wait. I can't summon anything. I don't have anything with four or less stars."

"You can summon, Nora. Thunder Dragons rarely normal summon monsters. They are more about special summoning."

"Huh. Alright. Let me see." Nora said, looking at Ruby's field spell card. "Can both players have a field spell out at the same time?"

"Yes. Both players can have a field spell out at the same time."

"Okay. So I activate this card. Fusion Gate." Nora said, activating her field spell.

"This card brings up something else." Jaune said.

"What is it?" Pyrrha asked.

"Most cards can only be used by the duelist who activated them. However, some cards, like Fusion Gate, can be used by both players. So when it's Ruby's turn, she can use the effects of Fusion Gate if she has the appropriate cards."

"Oh. Can I take it back since I didn't know that?" Nora asked.

"Sorry, Nora. But once you play a card, it stays active. The only way to bring it back to your hand while a duel is in progress is by a card effect." Jaune explained.

"Aw. Oh, well." Nora said before looking at the cards in her Extra Deck. "Jaune. How do I get the purple monster cards out from this deck?"

"Those are fusion monster cards. And the main way of summoning them is by using cards like Fusion Gate, Polymerization, or any card that says you can fusion summon. You do need to have correct cards, though, and different fusion cards often specify where the cards need to be. But of course, like with nearly everything in Yu-Gi-Oh, there are exceptions to these rules."

"Alright. I will use the Fusion Gate to summon this guy." Nora said, bringing out Twin-Headed Thunder Dragon to the center monster card column.

"Remember you have to send the two Thunder Dragon cards you have in your hand to the banish zone, which is this zone." Jaune said.

"Do those cards always go to the banish zone or not?" Ren asked.

"No. It depends on the card. Fusion Gate banishes them. Others send them to the graveyard or back to the deck."

"How does this card work, Jaune?" Nora asked, showing Jaune gold sarcophagus.

"When you activate the card, you look through your main deck and choose one card you want or one that you think will help you. Then you banish it face up, and during your second standby phase, you can add it to your hand." Jaune answered before grabbing a die from his case.

"What's the die for?" Yang asked.

"There are a few card effects that require you to roll some dice. But most Yu-Gi-Oh players use them to keep track of how many turns it

has been for a card." Jaune answered before turning back to Nora. "Have you decided on what card you want to banish?"

"Yes. This one." Nora answered while placing Lightning Storm to the side.

"Okay. Here. During your second standby phase, you can add it to your hand." Jaune reminded as he put the die on it with the number two showing on it. "Now, what do you do?"

"I can attack, right?"

"Yes. You can move to the battle phase and attack."

"Alright. I'll attack Ruby's monster with my Twin-Headed Thunder Dragon."

"Okay. Ruby, flip up your monster card."

"Now what?" Ruby asked.

"Now comes the four parts of the battle stage."

"How many phases are there in total? Cause you said there are six phases, and now four of them within the battle phase." Yatsuhashi asked.

"Yeah. There are a lot of steps, but these are the last ones." Jaune answered. "Anyway. The four parts of the battle phase are the Start Step, Battle Step, Damage Step, and End Step. The start is when you enter the Battle Phase. The Battle Step is when your monster attacks another or your opponent directly. And only when the attack is successful you proceed to the Damage Step. After that, when you or your opponent no longer wants to attack or can no longer attack, it becomes the End Step."

"So what part is it now?" Blake asked.

"Because Nora declared an attack, it is the Battle Step. Here we compare the attack points of the attacking monster to Ruby's monster's defense points since it is in defense position. Since Twin-Headed Thunder Dragon's attack is greater than Ruby's Wroughtweiler's defense, Ruby's monster becomes destroyed and goes to the graveyard."

"HA! Take that." Nora shouted, earning a chuckle from everyone.

"However, Ruby's monster has an effect that triggers when it is destroyed by battle and sent to the graveyard. Ruby now gets to add any one Elemental Hero and one Polymerization card to her hand from her graveyard. Unfortunately, she does not have any, so the effect is wasted."

"Aw." Ruby pouted.

"Do you do anything else, Nora?" Jaune asked.

"No. I think that's it for my turn." Nora answered.

"Now, back to Ruby. And she gets to draw a card."

"Hmm. I think I will fusion summon a monster. But I will use this card." Ruby said, flipping over her Polymerization card.

"Alright. What monster do you want to fusion summon? Remember, you need to have the right material to fusion summon it." Jaune asked.

"The monsters go to the graveyard, right?"

"That's right."

"Okay. I will summon this card. Elemental Hero Nova Master." Ruby said as she put Nova Master in the center column after sending Elemental Hero Burstinatrix and Elemental Hero Necroshade to the graveyard.

"Ah. Sis. That monster seems to be weaker than Nora's monster." Yang said.

"Oh. Ah. I think I made a mistake." Ruby sheepishly said.

"It is weaker by itself. But if Ruby chooses to attack Nora's monster, Skyscraper's effect will activate." Jaune said.

"What does it do?" Weiss asked.

"If an Elemental HERO monster attacks a monster that has a higher ATK, that Elemental Hero monster gains 1000 ATK during damage calculation only. So if Ruby attacks Twin-Headed Thunder Dragon, who has 2800 attack, with Nova Master, Nova Master's attack will change to 3600 Attack, meaning it will beat Twin-Headed Thunder Dragon."

"In that case. My Nova Master will attack Twin-Headed Thunder Dragon." Ruby declared.

"That will destroy Nora's monster. And since Twin-Headed Thunder Dragon is in Attack Position, Nora loses life points. She now has 7200 life points remaining." Jaune said, adjusting the life points on his scroll. "And due to Nova Master's effect, Ruby gets to draw a card every time she destroys a monster with Nova Master."

"Awesome." Ruby shouted as she drew a card. "And I think that's the end of my turn."

"Now it's Nora's turn again." Jaune said as he changed the die to show a one.

"Let me see." Nora said as she drew a card which was her third copy of Thunder Dragon. "Oh. I can fusion summon again. And I think I will choose this big guy."

"Oh. You managed to summon Thunder Dragon Colossus. Which just so happened to be the Thunder Dragon's only banned card."

Jaune said, surprised.

"Banned? So I can't play it?" Nora asked.

"Banned in competitive play. In casual play, there really is no ban list. Aside from a few specific cards, you can play whatever you want as long as both parties know you're playing some banned cards."

"Any card or deck we want?" Blake asked.

"Whatever your heart desires. But be careful when you want to duel others. Not everyone sees it that way. And some Yu-Gi-Oh players treat everything as if it were a high-stakes game and get mad if you don't play competitively as well." Jaune answered.

"So I can play this?" Nora asked.

"Yes. You can play Thunder Dragon Colossus."

"Yes. Oh. What is a quick effect?"

"One of the reasons why Yu-Gi-Oh has such a high barrier to entry. Essentially, it is a Spell Speed 2 effect which determines when a card effect can go off and in response to what. Spell Speed 2 card effects can be activated in response to Spell Speed 1 effects, but they can not be chained to Spell Speed 3 effects. There's also the unofficial fan-made term which is Spell Speed 4, in which the opponent cannot activate anything in response to its activation. But you don't have to worry about that for now, especially Spell Speed 4, as there are only a handful of cards in the game. But to answer your question, a Quick Effect is simply an effect you activate during either player's turn."

"How many fan-made terms are there?" Yang asked.

"Not as many as you would expect." Jaune answered before turning back to Nora. "Let's continue."

"Okay. I will attack Nova Master with my Thunder Dragon Colossus."

"Jaune. What happens when a monster attacks another monster that has the same attack points?" Ren asked.

"Unless there is an active effect that's preventing battle destruction, both monsters end up destroyed." Jaune answered.

"But that won't happen. Not with this card. It says that if I discard it, I can add 500 attack points to my monster." Nora said, showing Jaune the card Thunder Dragonmatrix.

"Nora's right. With the attack boost, Colossus destroys Ruby's Nova Master and inflicts 500 life point damage." Jaune said, lowering Ruby's life points to 7500. "Ruby's turn."

"I'll draw my card. Hmm. Let me see what I can do." Ruby said, looking through her Extra Deck. "Jaune."

"Yes?"

"Cards can be banished from the graveyard, right?"

"If you have a card effect that allows that, yes."

"Then I'll activate Miracle Fusion."

"What does that card do?" Pyrrha asked, doing her best to keep up with everything.

"Miracle Fusion allows Ruby to banish Elemental Hero monsters from her graveyard or field to summon one Elemental Hero fusion monster." Jaune answered.

"Can I fusion summon a monster by using another fusion monster?" Ruby asked.

"Yes. Some cards won't let you use fusion monsters, but they will tell you about it in the card text."

"Good. Then I'll banish Elemental Hero Nova Master, Elemental Hero Necroshade, and Elemental Hero Burstinatrix to summon Elemental Hero Core." Ruby said as she placed Elemental Hero Core in the second to the right column.

"Elemental Hero Core. That's a good monster." Jaune said.

"And it will avenge my Nova Master. Elemental Hero Core will attack."

"And that will deal one hundred to Nora's life points. Typically, Nora's monster would be sent to the graveyard as a result of being attacked by a monster with a higher attack. However, Thunder Dragon Colossus has an effect to save itself from battle destruction or effect destruction if it banishes a Thunder monster from the graveyard. And Thunder Dragonmatrix is a Thunder-type monster."

"HA! I'll save my monster by banishing this card." Nora said while moving Thunder Dragonmatrix to the banish zone.

"Damn it." Ruby muttered.

"However. Now that the battle phase is over, one of Elemental Hero Core's effects activates. At the end of the battle phase, if Core battled, Ruby get's to destroy one card on the field." Jaune said.

"YES! Goodbye, dragon." Ruby cheered.

"But Nora still has another Thunder-Type monster in the graveyard that she can banish. Twin-Thunder Head Dragon."

"That was close." Nora said as she banished Twin-Thunder Head Dragon to save Thunder Dragon Colossus.

"I'll guess I'll end my turn." Ruby pouted.

"My turn." Nora said as she drew a card.

"And it has been two standby phases. The effect of Gold Sarcophagus goes off, and Nora can add Lightning Storm to her hand." Jaune said as he gave Nora the card.

"Okay. Does Ruby's monster have any other effects?"

"Yes. Once per turn, when it's targeted for an attack, Core doubles its current attack. So its attack would change from 2700 to 5400."

"Then I don't think I can do anything."

"Let me see." Jaune said, moving to see Nora's hand. In her hand were Lightning Storm, Thunder Dragonmatrix, and Forbidden Lance. "Yeah. You can set your spell and trap cards, but that's about it. You can also change Thunder Dragon Colossus to defense position to protect your life points, but it will make it easier for Ruby to destroy. But it's up to you."

"Okay. I'll set this card face down and change my monster to defense position." Nora said as she set Forbidden Lance and changed Colossus to defense position.

"My turn. Jaune. Can Fusion Monsters be in my hand like the other monsters?" Ruby asked.

"No. Extra Deck Monsters can not be in your hand. And if any effect would send them to your hand, you instead send them back to the Extra deck." Jaune answered.

"Hmm. I'll activate Parallel World Fusion."

"Alright. But remember, you can't summon other monsters."

"That's alright."

"What monster do you summon, and what cards are you returning?"

"I'll summon this Elemental HERO." Ruby answered as she placed Elemental HERO Escuridao next to Elemental Hero Core. She then

grabbed Elemental Hero Necroshade and Elemental Hero Nova Master from her banished zone. "And I'll return these to my hand and Extra deck."

"What does that one do?" Weiss asked.

"Elemental HERO Escuridao gains 100 attack points for each Elemental Hero monster in Ruby's graveyard. But she doesn't have any." Jaune answered.

"Battle time. I'll attack with this monster." Ruby said, pointing to Elemental HERO Escuridao.

"Ah. I'll activate this card." Nora said, flipping over Forbidden Lance. "I can activate this, right?"

"Yes. You can activate it. What monster are you targeting?" Jaune asked.

"The one that's attacking. And I'll send Thunder Dragonmatrix to the graveyard so I can use Thunder Dragon Colossus's effect later."

"Alright. Escuridao loses 800 attack points."

"But since it now has lower attack points, would my field spell give it an attack boost?" Ruby asked.

"No. Forbidden Lance makes Escuridao unaffected by the effects of other Spells/Traps. So it doesn't gain the effects of Skyscraper."

"Does that mean it is now destroyed?" Blake asked.

"No. When an attacking monster attacks a defense position monster but doesn't have enough attack points to get over the defense points of the attacked monster, both monsters stay on the field. And the owner of the card that just attacked takes damage equal to the difference. So Ruby takes 700 damage." Jaune explained. "Ruby now has 6800 life points remaining. Nora is now in the lead."

"Now I will attack with Elemental Hero Core." Ruby said.

"I'll banish my Thunder Dragonmatrix to save Colossus." Nora said.

"And I end my battle phase so my monster's effect will activate."

"And that will finally get rid of Thunder Dragon Colossus." Jaune said as he moved the monster to the graveyard.

"Aw." Nora said, upset that she couldn't save her monster.

"Anything else, Ruby?"

"No. That's it since I have no other cards." Ruby said.

"Nora. Your turn."

"I... draw." Nora said as she drew her card. "Can this card help me?"

"Yes, it can. But for only a little bit." Jaune answered after seeing that the card was Thunder Dragonhawk.

"Do I send this card to the graveyard or banish zone when I discard this card?"

"The graveyard. But only if there are no other effects that would change it."

"Alright. I'll send Thunder Dragonhawk to the graveyard to activate its effect."

"What's its effect?" Ren asked.

"By discarding it, Nora can special summon one Thunder Dragon monster that is either banished or is in the graveyard. It can also allow you to send the cards in your hand to the deck and redraw the same amount when it is banished or sent from the field to the graveyard. But Nora can only use one of those effects per turn and only once that turn." Jaune answered.

"Why did you say it like that?" Weiss asked, confused.

"That's because there is something in Yu-Gi-Oh called Soft-Once-Per-Turn and Hard-Once-Per-Turn. Soft-Once-Per-Turn effects mean you can use that card's effect once, but if you have another copy of the card, you can activate that card's effect as well. However, Hard-Once-Per-Turn means that you can use that named card's effect only once that turn, even if you have another copy."

"Is there a way to distinguish the types?" Yang asked.

"Yes. Soft-Once-Per-Turn will just say that you can use that card's effect once per turn. But Hard-Once-Per-Turn will have the card's name in it as well." Jaune answered before turning back to Nora. "So, what card are you bringing back?"

"Thunder Dragon Colossus. And I'll attack Elemental HERO Escuridao." Nora answered.

"Okay. Escuridao is destroyed, and Ruby takes 100 points of damage." Jaune said, moving Escudiado to the graveyard before changing Ruby's life points. "Anything else?"

"Nope. I end my turn."

"My turn. I can use Fusion Gate, right?" Ruby asked after drawing Elemental Hero Sparkman.

"Yes. Fusion Gate's effect is available for both players, and they can use it when it's their turn." Jaune answered.

"I'll use Fusion Gate to summon another Fusion monster." Ruby said as she sent Elemental Hero Sparkman and Elemental Hero Necroshade to the banish zone. "And this time, it will be Elemental Hero Darkbright."

"What's Darkbright's effect?" Coco asked.

"It has three effects. The first is that it does piercing battle damage."

"What's that?" Velvet asked.

"Typically, when a monster attacks a defense position monster, no one loses life points unless the attacking monster has fewer attack points than the target's defense points. But piercing battler damage allows you to inflict the difference as damage." Jaune answered.

"And what're the other effects?" Pyrrha asked.

"After attacking, Darkbright changes to defense position. And if Darkbright is destroyed, Ruby can target one monster Nora controls and destroy it."

"Okay. I'll attack with Darkbright. And my field spell makes it stronger." Ruby said.

"I'll banish my other monster to protect Thunder Dragon Colossus." Nora said as she banished Thunder Dragonhawk.

"But you still take 400 points of damage, Nora." Jaune reminded.

"Now I'll attack with Elemental Hero Core." Ruby said.

"And that destroys Colossus again, with Nora taking 100 points of damage." Jaune said, adjusting the life points. "Ruby is now in the lead."

"That's it for my turn."

"I draw. I'll set this card, and that's it." Nora said, setting a card.

"Looks like Ruby is going to win." Coco said.

"I draw. Uh, what does this symbol mean again, Jaune?" Ruby asked.

"That is an equip spell card. You activate it, and it stays on the field until either the monster it's equipped to leaves the field, changes to

face down defense position, or something destroys it." Jaune answered.

"I'll activate this card. Re-Fusion. It lets me summon one Fusion monster that's in my graveyard. And I choose Elemental HERO Escuridao." Ruby said, bringing Elemental HERO Escuridao back to the field.

"And because you activated Re-Fusion, Ruby, you lose 800 life points." Jaune said. "Now Nora is in the lead."

"Now I attack with all my heroes." Ruby said. "Wait. Since Nora doesn't have any monsters, how much damage does she take?"

"If you attack your opponent who has no monsters, then you get to attack their life points directly. This is called a Direct Attack. And your opponent will take damage equal to your monster's attack points."

"Okay. So she takes... 7200 points of damage." Ruby said.

"And that brings Nora's life points down to zero. Ruby wins." Jaune said.

"YES!" Ruby cheered.

"Aw." Nora whined.

"Don't worry, Nora. I'm sure you'll win next time." Ren assured.

"That was fun." Ruby said.

"It was. Despite me losing." Nora pouted.

"Now. Since we still have time for another duel, who wants to go next?" Jaune asked.

"I'll go." Yang said as she sat next to Ruby, with Ruby moving to sit on the couch. "Now, who wants to be my opponent?"

"I guess I'll go." Ren said as he adjusted himself. "Do you want to play Rock Paper Scissors or something else?"

"How about we flip a coin?" Yang suggested.

"That will work. Does anyone have a coin?"

"I have one." Jaune answered as he grabbed a coin from the suitcase. "Here you go."

"Thanks. But, uh, who is this guy, and why does it say it's time to duel on the other side?" Yang asked.

"That's Yugi Mutou. He was the protagonist of the first Yu-Gi-Oh series. And that phrase is his catchphrase that was made popular by the first series's theme song."

"Fox is saying that he's now curious about the show. Where can we watch it?" Yatsuhashi asked.

"You can watch the first four series, including the movies, on pretty much any streaming platform. Dustflix, Dust+, and Dusttube, to name a few."

"Maybe we can watch it later. So, Ren. Heads or tails?" Yang asked.

"Heads." Ren answered.

"Alright. Come on, luck. Don't fail me now." Yang said as she flipped the coin. "YES! Tails. I'll go first."

"Very well." Ren said as they both drew five cards while Jaune reset the life points.

"Only five cards this time, right?" Yang asked.

"Yes. And you cannot conduct your battle phase. But Ren can draw a card and conduct his battle phase when it becomes his turn." Jaune answered.

"Hmm. I'll start by using this spell card. Fire Formation - Tensu, which is a continuous spell card, right?"

"Yes. That's a continuous spell card and will stay on the field until something removes it."

"And this card says I can special summon it if I have no monsters and if I have a Fire Formation spell or trap card. Brotherhood of the Fire Fist-Coyote." Yang said as she special summoned the monster. "Special summons don't count as our one normal summon per turn, right?"

"Typically, no. There are some cards that do that, but they will tell you. But in this case, no."

"This card says I can normal summon twice. But it must be a beast-warrior monster. So I'll start by summoning Brotherhood of the Fire Fist-Raven. And then I'll bring out Brotherhood of the Fire Fist-Spirit."

"Both of which have card effects, but only one can use it."

"What are their effects?" Velvet asked.

"Brotherhood of the Fire Fist-Raven protects Yang's spell and traps from destruction. And if it goes to the graveyard, Yang can add one Fire Formation spell or trap from her deck. Brotherhood of the Fire Fist-Spirit lets Yang special summon one monster with 200 or less defense from her graveyard when it is normal summoned. However, she doesn't have any."

"Jaune. I can't activate trap cards right away, right? I need to set them first and wait a turn." Yang asked.

"Yes. Unless it has an effect that allows you to activate them from the hand, you need to set traps first."

"Okay. I'll set this card face down." Yang said as she set Fire Formation-Kaiyo. "Also. How do I summon the cards with the white

border from my other deck?"

"The other deck is the Extra deck. And the cards you're referring to are Synchro Monsters. To summon them, you need a tuner monster and other monsters whose total levels add up to the level of the Synchro Monster. If a monster card is a tuner, it will say tuner next to the monster type."

"So, Spirit is a tuner? And they go the graveyard, right?"

"Yes."

"Alright. I'll send Raven and Spirit to the graveyard to summon Brotherhood of the Fire Fist - Horse Prince." Yang said as she put the monster next to Coyote, who was in the center column.

"And because its Horse Prince was Synchro Summoned, Yang can special summon one level three Fire Fist monster from her deck."

"Sweet. I think I'll choose... this one." Yang said as she summoned Brotherhood of the Fire Fist - Hawk and placed it to the right of Coyote in defense position.

"Since Yang has a Fire Formation card on the field, Hawk's effect goes off, which grants all Fire Fist Monsters 500 attack and defense." Jaune said.

"And because I can't attack or do anything else, I'll end my turn."

"Now it's Ren's turn. And remember, you can draw a card."

"I'll draw." Ren said. "Hmm. I will copy what Yang did. I'll activate this card called Double Summon, which allows me to summon an additional time."

"What do you summon first?"

"I'll summon Ancient Warriors - Masterful Sun Mou."

"Do you activate his effects before summoning the other monster?"

"I can do that?"

"Yes. Unless it's from a card effect that says so, you don't have to normal summon immediately."

"Okay. Then I'll use Ancient Warriors - Masterful Sun Mou's effect. I'll send one card to the graveyard to add one Ancient Warrior from my deck to my hand." Ren said, discarding the trap card Ancient Warriors Saga - Defense of Changban and adding Ancient Warriors - Fearsome Zhang Yuan to his hand. "Now I'll use my other normal summon to bring out Ancient Warriors - Virtuous Liu Xuan."

"My monsters are still stronger." Yang said, smirking.

"Now. I'll activate the spell card: Ancient Warriors Saga - East-by-South Winds."

"Which has an effect that destroys itself during the 2nd standby phase after activation. So it needs a die." Jaune said as he placed a die on the card. "Do you want to activate its effect now?"

"Yes. May I borrow the coin?"

"Here you go." Yang said as she passed Ren the coin.

"What does that card do?" Weiss asked.

"There are a couple of effects to this card. The first is to toss a coin, and if it lands on heads, send the card to the graveyard. And when the card goes to the graveyard, Ren gains two effects. The first is that he can make it so that Yang cannot activate any cards in response to Ancient Warrior monster effects. And until the end phase, all Ancient Warrior monsters gave the additional effect of allowing Ren to destroy one card Yang controls each time they attack." Jaune answered.

"Oh. This might not be good." Yang said, her smirk vanishing as Ren flipped the coin.

"Heads. My monster gains the effect." Ren said as Jaune moved the spell card to the graveyard.

"Uh. Yang. You might be in trouble." Ruby said.

"Yeah." Yang agreed.

"Consider this payback." Nora said.

"I'll activate Ancient Warriors - Virtuous Liu Xuan's effect. If my opponent controls more monsters than me, I can discard one card to summon one Ancient Warrior monster from my deck." Ren said as he discarded Ancient Warriors Saga - Borrowing of Arrows and special summoned Ancient Warriors - Valiant Zhang De.

"Does that monster gain the effect the spell card gave?" Coco asked.

"No. And that's because Ren did not control the monster when the effect went off." Jaune explained. "And because Ren activated Ancient Warriors - Virtuous Liu Xuan's effect, Ancient Warriors - Masterful Sun Mou's other effect goes off. Ren can now target one monster Yang controls and returns it to the hand."

"I'll return Horse Prince to the hand." Ren said.

"And because Horse Prince is a Synchro Monster, it returns to the Extra Deck instead." Jaune said as Yang grumbled while placing Horse Prince on top of her Extra Deck.

"Now, I will enter the battle phase." Ren said.

"And I will activate my trap card." Yang said, worried, as she activated Fire Formation Kaiyo.

"And that raised all beast-warrior monsters' attack points that yang controls by 300." Jaune said.

"How much attack does Yang's monsters have?" Ren asked.

Let's see. Brotherhood of the Fire Fist-Coyote has 2900 attack points. And Brotherhood of the Fire Fist-Hawk has 1100 attack points, but since it is in defense position, it has 2000 defense points."

"Okay. I will attack Coyote with Ancient Warriors - Valiant Zhang De."

"Ha. My monster is still stronger!" Yang said.

"No. Ancient Warriors - Valiant Zhang De is stronger. It gains 300 attack points for each monster you control. There are two, so it gains 600 attack points, making it stronger than Coyote. And since an Ancient Warrior monster attacked, Virtuous Liu Xuan's effect activates, allowing Ren to draw a card. And lastly, since the attack will go through since you have nothing to stop it, Ren can activate another effect from his hand."

"Right. When one of my Ancient Warriors monster attack goes through, I can special summon Ancient Warriors - Fearsome Zhang Yuan from my hand." Ren said, summoning Ancient Warriors - Fearsome Zhang Yuan.

"And because it was summoned by this effect, Ren can target one monster on the field and lower its attack points by 1000."

"I'll choose Coyote."

"Oh. Don't forget to draw a card." Jaune said.

"Thanks for reminding me." Ren said as he drew a card.

"And Ren's monster destroys Yang's monster and deals her 1400 points of damage."

"Not too bad." Yang said with a wince.

"That's not it. Ancient Warriors - Fearsome Zhang Yuan's other effect goes off since one of your monsters was destroyed. Ren can target

another card and destroy it."

"I'll destroy Fire Formation-Kaiyo." Ren said. "Jaune."

"Yes?"

"Hawk's effect to grant attack and defense activates when there is a Fire Formation spell or trap card on the field, right?"

"Yes. If there's a Fire Formation spell or trap card on the field, it grants 500 attack and defense points. Without one on the field, it does nothing."

"In that case, I will attack Hawk with Ancient Warriors - Virtuous Liu Xuan. And because I am attacking with this card, the effect the spell card gave goes off. I can destroy Hawk, which will turn my attack into a direct attack."

"And that lowers Yang's life points by 1400. She's now at 5200 while Ren is still at 8000." Jaune said. "But now Hawk's other effect activates. Because it was destroyed by a card effect, Yang can set one Fire Formation spell card from her deck."

"Hopefully, this will help." Yang muttered as she set Fire Formation-Tenki.

"Now I will attack Yang directly with Ancient Warriors - Masterful Sun Mou, causing the spell card's effect to go off. I will destroy Fire Formation - Tensu."

"That's another 1800. Yang's now at 3400."

"And my last monster will attack for 2300 attack."

"Yang now has 900 life points remaining. Anything else?" Jaune asked.

"No. I will end my turn."

"Uh. My... turn." Yang said as she drew a card. "This card doesn't help, so I'll activate my set card. Fire Formation-Tenki."

"What does that do?" Ruby asked.

"It allows Yang to add one level four or lower beast-warrior monster from her Deck to her hand." Jaune answered.

"I'll choose this one and summon it." Yang said as she normal summoned Brotherhood of the Fire Fist-Spirit.

"And Spirit's effect activates. You can summon one level three Fire monster that has 300 defense." Jaune said.

"And I'll summon... aw, man. I don't have any monster with 300 defense." Yang whined.

"Do you end your turn?" Jaune asked.

"Yes."

"Now it's back to Ren."

"I will draw." Ren said as he drew Ancient Warriors Saga - Sun-Liu Alliance. "I think I will move to the Battle Phase."

"And that's the game since Yang can't do anything. Ren achieved a no-damage victory." Jaune said as he closed his scroll and placed the coin and die back in the suitcase.

"YES!" Nora cheered.

"That was certainly fun to watch." Blake said.

"I have to agree with Blake here. Despite losing, it was fun." Yang said.

"Do we have time for another duel?" Pyrrha asked, glancing at Velvet.

"Sorry, guys. It's pretty late already." Jaune answered.

"Oh, come on, Arc. It can't be... never mind." Weiss began, checking the time on her scroll but became shocked when she noticed that it was nearing midnight.

"What time is it?" Yatsuhashi asked.

"Almost midnight."

"Wow. Time flew." Coco said, surprised.

"Well, time always flies when you're having fun." Jaune said as he closed his suitcase. "But tomorrow, we can continue if you guys want."

"Of course, blondie. I want to try out my deck." Coco answered.

"And it's always nice spending time with friends." Velvet added, moving closer to Jaune.

"But in the meantime, I think we can use any time we're free to look up some videos about how our new decks work." Blake said.

"Ah. Don't do that just yet." Jaune said, confusing everyone.

"Why not?" Weiss asked.

"Most of the time, dusttubers that show how to run a deck use a competitive version of the deck. The decks you guys have are pure decks, meaning they don't include cards from other archetypes." Jaune explained.

"Do you have any channels that we can watch?" Blake asked.

"Not really, since I can't think of any channel with a dedicated series of Yu-Gi-Oh tutorials off the top of my head. Just type in Yu-Gi-Oh tutorials, and some videos will come up. But I will send you guys a

list of some channels to avoid since they are... quite toxic, to say the least."

"Alright. Thanks for decks, blondie." Coco said.

"You're welcome." Jaune said.

"Now, let's head to our dorms before Glynda comes and gives us detention for breaking curfew." Weiss said. Nodding, everyone quickly gathered their stuff before heading to their dorms.

Three Weeks Later

"Shame my class is so short." Professor Port said as the bell rang, waking the students up from their naps. "Anyway. Remember. The Vytal Festival is quickly approaching, which is why I'm not giving out any homework, so everyone has more time to train. Class dismissed. And remember everyone. Carpe Diem."

"Can't really seize the day if we're asleep." Jaune muttered as he rubbed his eyes before getting up and grabbing his bag. He then made his way out of the classroom. But before he could head toward his dorm, a hand stopped him. "HEY! What's- Oh. Hey, Coco."

"Hey, blondie. How was Port's class?" Coco asked.

"I fell asleep."

"Yeah, that sounds about right for anyone taking Port's class. Anyway. I have a question about Yu-Gi-Oh."

"What is it?"

"I noticed some cards have the same or similar effects, but they have a different word. And those words are 'If' and 'When.'"

"Yeah, I always hated those two words."

"Why?" Coco asked, confused.

"In Yu-Gi-Oh, card semantics mean so much. Something simple as a comma can make a world of difference."

"So what's the difference here?"

"To keep it simple, if a card has an 'If' effect, you can activate it no matter what happens afterward. But for 'When,' think of it as a series of events. And when a 'When' effect activates, it must be the last thing in that series of events. But if anything else happens, then the effect will miss the timing, meaning you can't resolve the effect."

"That must happen a lot."

"Not as much as you would think. There are not a ton of cards that have 'When' effects. But it can be frustrating, especially for new players."

"I can imagine. It would have tripped me up for a while." Coco said, earning a chuckle from Jaune as he had been on that end before. "Speaking of Yu-Gi-Oh, are you going into town later?"

"Yes. But I'm actually going now. Why? You need something?"

"I was hoping you could show me where the card shops are. Mind waiting a few minutes while I get ready?"

"Sure. But don't you have classes with Goodwitch in a bit? Or am I thinking about something else?"

"Damn it. I knew I was forgetting something. You're right. I have classes with Peach about wilderness survival, not with Goodwitch. That class was yesterday."

"Wait. I thought Peach taught health class?"

"She does for first-year students. For second-year students and above, she teaches wilderness survival. Like how to find your bearing, tell if food or water is safe to consume, and use plants to administer improvised first aid."

"That will be useful."

"It is. But back to the point. How long will you be in Vale?"

"For the rest of the day. I'll probably return around ten."

"Good. That gives us enough time, then. Where should we meet?"

"How about by the park? The shop isn't too far from there."

"Sure. See you later, Jaune." Coco said before leaving.

Smiling, Jaune turned around and headed toward his dorm to get ready, all the while happy that his friends were getting into the game of Yu-Gi-Oh. But it did come as a shock just how much they started to love the series. Almost any time they had a chance, they asked Jaune to help them with a duel. And he was willing to help, but it was getting a bit tiring, primarily because he had to keep track of so many things. The worst was Pyrrha and Velvet, as they dueled almost constantly. Luckily, Nora and Yatsuhashi stepped in to pull them apart.

"UGH! I hate that parasite." The voice of Blake said, snapping Jaune from his thoughts. Looking around, he noticed that he was by the student lounge again. Going over to the door, he took a peek inside and saw Weiss and Blake sitting on the couch, watching something on Blake's scroll.

'What could they be watching?' Jaune thought, curious.

"Me too. I'm so glad Wheeler beat him, so he can't move forward in the tournament. I hate him." Weiss said.

'Oh, they're watching the Battle City Arc where Joey defeated Weevil.' Jaune thought, surprised that they were already at the Battle City Arc. But he did agree with what Weiss said, as nearly everyone that watched the series disliked Weevil Underwood.

Chuckling, Jaune quietly exited the room and continued making his way to the dorm. Once there, he changed out of his school uniform and into some casual clothes. Once Jaune finished, he made his way to his bed and pulled out a larger-than-normal shoulder bag.

"It will be a while since Coco arrives, and we'll probably be at the card shop for a while. Maybe I could sneak in some duels with some others." Jaune said as he grabbed his Noble Knight and Infernoble deck. He also grabbed a binder with some cards as he might trade some cards with others at the shop. Once he had everything in the bag, Jaune made his way to the bullheads.

One Hour Later

Downtown Vale

"I hate flying." Jaune said as he emptied the contents of his stomach into the trash can.

Wiping clean his chin, Jaune made his way out of the airport and headed toward the park that was near the card shop. But Jaune made a quick stop at one of the corner shops to buy a light snack since he hadn't eaten anything yet and planned on getting something later. After about ten minutes, Jaune arrived at the park and sat at one of the nearby benches that were in the shade. He then pulled out his binder and began to look through some cards in his binder.

"Jaune?" A voice said, snapping Jaune to attention. Looking up, he smiled when he saw a familiar face.

"Oh. Hey, Ilia. Nice to see you again." Jaune said, smiling as he stood up.

"Likewise." Ilia said, happy to see one of the few friends she made before joining the White Fang when Adam controlled it. And even after leaving the White Fang after Blake showed her the truth, she was still happy that Jaune treated her as a friend. "How have you been?"

"Fine. For the most part."

"That's good." Ilia said as they sat back down.

"And you?"

"Tiring."

"Why?"

"I've been helping Ghira in Menagerie to restore the positive image of the White Fang."

"Hopefully, it's going well."

"It is. Slowly but surely, the White Fang will have the positive image it once had before Adam ruined it."

"Hopefully. But I'm always here if you need help."

"I know that. Thanks." Ilia said, smiling. "Anyway. What brings you here?"

"Didn't feel like being stuck inside Beacon on a nice day. Plus, one of my friends wanted me to show her where the card shop is."

"Why?"

"I introduced her and the rest of my friends to Yu-Gi-Oh. Now they can't get enough of it."

"That's neat. It's always nice to see more people enjoying the game. Did they have some trouble learning the mechanics?"

"Yup. But one of my teammates got it quicker than the others. He still makes a few mistakes here and there, but he's getting the hang of it."

"Think he will run into a brick wall when he sees cards like Accesscode Talker or Endymion, the Mighty Master of Magic?"

"Oh, definitely. Even expert duelists like us had our brains malfunction when those cards first came out."

"Yeah. Fun times. Anyway. Since you're here and have some time, care for a duel?" Ilia asked as she took out her deck.

"You know I'm always up for a duel." Jaune answered as he held up his decks.

"Which deck are you going to use?" Ilia asked as they stood up and made their way to a clearing.

"Noble Knights. You?"

"You know I'm loyal to my Crystal Beasts." Ilia said as she pulled out her duel disk from her bag. "Speaking of which. Do your friends know what decks they'll be using? And do they know about the duel disks?"

"I think maybe three of them will keep the decks I gave them. But the rest, I'm not sure. As for our duel disks, they don't know about them." Jaune answered as the duel disks launched the portable hologram generators. "But they will become shocked if they see them. Anyway. Want to go first?"

"Sure." Ilia answered as the generators came to life while she and Jaune drew five cards. "Now."

"It's time to Duel." Ilia and Jaune simultaneously said as their life points changed to 8000.

"My turn." Ilia said as she looked over her cards. She then grabbed Crystal Beast Saphire Pegasus. But what was interesting was that her skin and eyes changed colors to match the monster's colors. "First. I'll summon Crystal Beast Saphire Pegasus."

'My friends will definitely freak out.' Jaune thought as the holograms brought the monster to life on the field. *'I can already see their mouths going slack.'*

"And when Pegasus is summoned, I can place one Crystal Beast monster in my spell and trap card zone. So come on out, my best friend, Crystal Beast Ruby." Ilia said as Crystal Beast Ruby bounded onto the field and stayed behind Pegasus while her eyes and skin changed to the color red. "Next. I'll activate Crystal Bond, which allows me to add a Crystal Beast monster to my hand and one to my Spell and Trap card zone. I'll add Crystal Beast Amber Mammoth to my hand and Amethyst Cat to the spell and trap card zone. Now I'll activate Crystal Beacon to special summon Crystal Beast Topaz Tiger from my deck. To finish my turn, I'll activate my field spell: Ancient City-Rainbow Ruins, and then set one card. Your turn, Jaune."

"I draw. First, I'll summon Noble Knight Medraut and equip it with the equip spell: Noble Arms - Arfeudutyr." Jaune said as the Knight jumped onto the field and grabbed the floating sword that was Arfeudutyr. It then looked toward the Crystal Beasts and entered a battle stance. "Now, I'll activate Noble Arms - Arfeudutyr's effect. By reducing my monster's attack points by 500, I can target your set card and destroy it."

"Damn it." Ilia said as Noble Knight Medraut used the sword to destroy her trap card. She then removed it from her duel disk before putting it in her graveyard.

"Now I'll activate my monster's effect. If I control no other monsters, I can special summon one Noble Knight monster from my deck. I'll choose Noble Knight Iyvanne. And because I used its effect, I have to destroy one equip spell card, which will be Noble Arms - Arfeudutyr. But when Noble Arms - Arfeudutyr is destroyed, I can equip it to another Noble Knight Monster I control. So I'll attach it to Noble Knight Ivyanne. Now I'll activate Noble Knight Ivyanne's effect, which allows me to summon a token to the field. And since it has an equip spell card, all Noble Knight Monsters gain 500 attack. That's

not it. Since I have a Noble Arms equip spell card on the field, I can special summon Noble Knight Custennin from my hand. And because Noble Knight Medraut doesn't have an equip card, it is treated as a normal level four light monster, meaning I can special summon Noble Knight Gawayn from my hand in defense position. Before I continue, I'll activate my field spell card. Knights. Join the round table." Jaune said as a table appeared in the center of the field. And now I will build the overlay network."

On the field, Noble Knight Gawayn, Medraut, and Custennin transformed into brightly colored spheres that circled each other before colliding together. A bright flash occurred that nearly blinded both duelists. Once the light died down, a new monster appeared on Jaune's side of the field.

"Welcome to the field, Sacred Noble Knight of King Custennin. Now I'll detach thee XYZ material from my monster. And for each one, I can send one card you control back to the hand." Jaune said. "I choose your Crystal Beast Ruby, Crystal Beast Amethyst Cat, and Crystal Beast Sapphire Pegasus."

"You know. I'm torn between being angry and thankful that you sent my monsters to my hand instead of destroying them." Ilia said.

"I know how much you care for them, Ilia." Jaune said. "Now, I'll activate Heritage of the Chalice, allowing me to add Noble Knight Borz to my hand. And thanks to Custennin's effect that now belongs to King Custennin, I can summon an additional time. So I'll summon Borz in attack position. Now it's the battle phase. And since Iyvanne has an equip spell, all Noble Knight monsters I control gain 500 attack."

"Brace yourself, Topaz Tiger." Ilia said.

"Sacred Noble Knight of King Custennin. Attack Topaz Tiger." Jaune declared. The hologram seemed to nod before moving to strike Topaz Tiger, albeit it seemed to try and be gentle when it attacked.

"Topaz Tiger's effect activates. Since it was destroyed while in the monster card zone, it becomes a continuous spell card." Ilia said as Topaz Tiger took a few steps back while her life points dropped from 8000 to 7600.

"Now, the rest of my knights will attack directly."

"I'm alright, Topaz." Ilia said when Topaz Tiger turned to look at her after the other Knights attacked her and brought her life points down to 5400.

"I'll end my turn. Now I'll activate my field spell card. Because I have three or more monsters, I can send one Noble Knight Monster to the graveyard. I'll choose Noble Knight Eachtar." Jaune said.

"My turn. I draw." Ilia said as she drew her next card. "Oh. You're going to hate me for this, Jaune."

"How so?"

"I activate the spell card: Dark Hole."

"Sorry, Knights." Jaune said as a dark hole appeared on the field, with Jaune sending all his cards to the graveyard.

"Now, I will summon my Pegasus again. And its effect will allow me to summon Crystal Beast Emerald Tortoise in my spell and trap card zone." Ilia said, her skin and eyes turning green as Emerald Tortoise appeared in front of her. "I move to the battle phase. Go, Saphire Pegasus. Attack Jaune's life points directly."

"Ow." Jaune muttered as the Pegasus attacked him with its horn, with his life points going down to 6200.

"And I can't do anything else, so I end my turn."

"I draw. Okay. I'll activate the spell card: Last Chapter of the Noble Knights. This allows me to summon one Noble Knight from my graveyard and equip it with a Noble Arms card from my graveyard."

Jaune said as the Noble Knight Medraut appeared with the sword again. "Now, I will activate Medraut's effect to let me summon another Knight from the field. This time it will be Noble Knight Pellinore. And because of this, Medraut will destroy Arfeudutyr, which will then equip itself to Pellinore. Now I will activate Pellinore's effect. By targeting one Noble Arms Equip Spell, I can destroy it and one face-up card you control, which will be Saphire Pegasus."

"Pegasus's effect activates and moves itself to the Spell and Trap card zone." Ilia said.

"That's not it. Pellinore allows me to draw one card." Jaune said as he drew a card. "Well, it looks like this is game, Ilia. I summon Noble Knight Drystan. Now I move to the battle phase and attack with all my Knights for 5400 points of damage."

"And that's game, Jaune. You won." Illia said, smiling as the holograms disappeared.

"It was pretty close, though." Jaune chuckled.

"But next time, I'll win."

"We'll see." Jaune said.

"Can we see too?" Another voice asked, catching Ilia and Jaune off guard. Turning to where it came from, Jaune realized they had spectators in the form of his friends and teammates.

"How long have you guys been there?" Jaune asked.

"We arrived when this massive black hole or something appeared on the field." Coco said.

"Oh, so when I activated the Dark Hole spell card." Ilia said.

"Wait. Ilia?" Blake asked, shocked.

"Hey, Blake."

"What are you doing here?"

"And how do you know Jaune?" Pyrrha and Velvet simultaneously asked.

"I'm on vacation and decided to visit Vale. And I have known Jaune for a long time since we first met at a Yu-Gi-Oh tournament about a decade ago." Ilia answered.

"Wow. You two must have competed a lot." Ruby said.

"Not really. Jaune here never really was the competitive type and played for the love of the game. And neither was I. In fact, Jaune and I haven't gone to any form of tournament or competition since we were about twelve."

"But what are those devices?" Yang asked, pointing to the duel disks.

"Oh. These are Duel Disks. They are portable dueling equipment that has two portable hologram generators that brings our duels to life." Jaune answered.

"Are you sure they are just holograms? They looked so real. And I think I saw one of the Knights look around." Yatsuhashi asked.

"Yeah. They're holograms. And that was probably a quirk of the hardware." Ilia answered.

"Where can we get one? I want to see my Thunder Dragons roar to life." Nora asked.

"Uh, sorry, Nora. But due to limitations, Duel Disks like ours are only given to people who win tournaments." Jaune answered.

"What limitations?" Weiss asked, curious.

"Well, my sister-in-law, Terra, made them. She got a patent and made a deal with the Yu-Gi-Oh creators. But no company they got in

contact with was willing to mass produce them. So they grabbed a few people to make a few hundred of them for tournaments."

"Interesting." Weiss said, wondering if she could get Terra's number. While it would be a long shot, she might be able to get her an opportunity to mass produce the Duel Disks. "Are there any other types of duel disks?"

"Well, yes, but not like these. They are mini hologram templates that do the same but are much smaller as they're meant for duels on tables or desks."

"Well, now that you two finished your duel, Jaune can show us the card shop so we can get some more cards and items." Coco said.

"Mind if I tag along? I'm heading there next." Ilia asked.

"Sure. Why not." Ren answered.

"But first. Can you show us some more monsters with your duel disk?" Ruby and Nora asked.

"Sure. Let me switch to display mode so I can show you guys." Jaune said as he flipped a switch on his duel disk, which activated the portable hologram generators.

"Oh. You have to show them those cards." Ilia said, causing Jaune to chuckle.

"Good idea." Jaune said as he grabbed three cards from his bag.

"What monsters are you going to show us?" Yang asked.

"Oh. They are not monsters. They are Gods." Jaune answered as he placed the cards on the duel disk. And not even a second later, three massive duel monsters appeared on the field that looked like they could defeat every Grimm on Remnant without breaking a sweat.

"What are those, Jaune?" Blake asked, taking a step back.

"Everyone. Meet the Egyptian God Cards. Slifer the Sky Dragon. Obelisk the Tormentor. And The Winged Dragon of Ra." Jaune answered as the duel monsters seemed to focus their gaze on them.

"Okay. We met them. Now we can say goodbye." Weiss said, trying her best to remain calm.

"Anyway. Give us a moment, and we can head to the card shop." Ilia said as Jaune turned off the duel disk.

"But first. Is there a bathroom nearby?" Ren asked.

"Yeah. The bathrooms are over there." Ilia said, pointing across the park. Nodding, Team Cfvy, Team Rwby, and the rest of Jaune's team headed to the bathroom, leaving Jaune and Ilia alone.

"I think we went a little overboard showing them the God Cards." Jaune chuckled.

"But when are you going to tell them?" Ilia asked.

"Another time. They still have to find the right deck. And when they do, it will be a while before they reveal themselves to them." Jaune answered. Nodding, Ilia and Jaune went to retrieve the hologram generators before racing over to the bathrooms.

Notes: This was fun to write. Also, going forward, I will need help with figuring out which character gets what deck. Thanks to masters123lfm and Obsidian Nova Arc, I know to give Doctor Oobleck the Ancient Gears deck and Winter or Weiss the Rikka deck. And from a post I saw, maybe a Ghostrick Deck for Neo, a Spellbook deck for Glynda, and the Aroma deck for Professor Peach (a theory I saw on redit made my think of the Aroma's for Peach). But I am drawing a blank on everyone else.

Also, someone asked if I would add duel spirits into the stories. Like the Dark Magician Girl, Wing Kuriboh, and crystal beast

ruby carbuncle. And I'm not sure if I should even though It wouldn't change the story that much. What do you all think?

Chapter 3

Remnant: Time to Duel

Chapter 3

"So, where's the card shop?" Coco asked as she and the others exited the bathrooms.

"About five blocks away." Jaune answered.

"Lead the way, you two." Yang said.

"Okay. Follow us." Ilia said, rolling her eyes.

"So, what deck do you use?" Ruby asked Ilia as they made their way to the card shop.

"I use Crystal Beasts."

"Crystal Beasts?" Yang asked.

"What are they about?" Velvet asked as she and Pyrrha moved to stand on either side of Jaune. But while Jaune was oblivious to their intentions, Ilia quickly picked up on it.

"Crystal Beasts are all about sending Crystal Beast monsters to the graveyard or to the field in the Spell and Trap card zone. And once I have enough, I banish them to summon out my Rainbow Dragon." Ilia answered.

"Wait. I thought you couldn't place monsters in the Spell and Trap card zone." Yatsuhashi said, confused.

"Typically, no. But Crystal Beasts have an effect that allows them to act as continuous spell cards in the Spell and Trap card zone."

"Are there any other cards that can do that?" Blake asked.

"The only other monsters that come to mind that can do that are Union monsters. And they have an effect that allows them to equip themselves as Equip Spell cards to other compatible monsters." Jaune answered.

"Are there any decks that are all about Union monsters?" Yang asked.

"Only two archetypes come to mind. The first is the original Union Monster deck which is the VWXYZ deck. And the other deck is Inzektors."

"Speaking of archetypes. How many are there?" Pyrrha asked.

"Wow. I'm not too sure." Jaune answered. "Do you know, Ilia?"

"That's a little hard to say for a few reasons. But the last time I saw a list, I think there were roughly two hundred and fifty archetypes." Ilia answered.

"Damn. That's a lot." Coco said.

"Not really." Jaune said, confusing his friends.

"What do you mean?" Ren asked.

"Archetypes are a group of cards that belong in a family. The thing is that most archetypes do not have enough cards for someone to use them as a deck. The best example of that is the Iron Chain archetype. It literally only has six cards. Seven, if you include another card that seems it belongs to the archetype."

"Don't forget the kitchen utensil archetype." Ilia said.

"They made an archetype based around kitchen utensils?" Ruby asked, confused.

"Well, only three cards. The spoon, fork, and knife. But that's not the weirdest archetype." Jaune answered.

"What's the weirdest?" Yang asked.

"That depends on your definition of weird. But the most recent 'weird' archetype that the creators released was the Gunkan archetype. And that archetype is basically just sushi. If you look at the card artwork, you'll see that you're literally just making sushi."

"But you have to admit; it does look good." Ilia said.

"Along with hungry hamburger." Jaune chuckled.

"I'm not too sure about that."

"Okay. You guys are making us hungry." Blake said.

"Oh. Since we're in Vale, maybe we can try out that new sushi place after we finish with the card shop." Nora suggested.

"Sure. Sushi does sound nice." Ren said, with the others agreeing as they arrived at the card shop. And just like Jaune and Ilia when they first visited the card shop, the others' jaws dropped in shock at what they saw.

"Wow." They said, amazed as hundreds of decks and cards lined the shelves.

"Everyone, welcome to the Kame Game shop." Jaune said as he and Ilia chuckled.

"Damn. This is amazing." Coco said, admiring the shop.

"Wait. I thought you said there were only around two hundred and fifty archetypes. And there's clearly so many more in this room." Yatsuhashi said, confused.

"That's because, young whippersnappers, that many archetypes have sub-archetypes. Not to mention, many like to create varied decks composed of different archetypes. Some even make gimmick decks." An older male with grey hair that was wearing a bandana explained as he approached. "Welcome to the Kame Game shop."

"Thank you. Are you the owner?" Weiss asked.

"Yes. I'm the owner of the Kame Shop. My name is Sugoroku Mutou." The man said. "Now. What are you all looking for?"

"We're just browsing. And I promised to take my friends here to the shop to look for more cards to add to their decks since I recently introduced them to the game." Jaune answered.

"That's nice. It's always nice to see more people getting into the game. But anyway, as much as I would like to help, I have a few errands to run. If any of you need any help, my assistant will help. She's in the back and will come out in a few moments." Sugoroku Mutou said before exiting the store.

"He seems nice." Ruby said.

"He is." Ilia said.

"Do you know him, Jaune?" Velvet asked.

"Yeah. He was the one who taught me how the game is actually played when I thought the game was played like in the show." Jaune answered before adding. "Which, as you probably already know, is not at all how you play Yu-Gi-Oh."

"Yeah. Sometimes I feel like they are making half the things up on the spot." Blake said.

"And some cards either have different effects or are something else entirely." Ren said.

"Like the fusion monster that has the flaming sword." Yatsuhashi added.

"Well, you have to forgive them somewhat. When the first series came out, especially the first season, no one really knew what Yu-Gi-Oh was about or the rules. It wasn't until, I think, the third or fourth season of the first series that they started using the actual rules of the game." Ilia said.

"But even with the current series, they don't follow the rules one hundred percent." Jaune added. "But anyway. Care to look through the store?"

"Of course. I want to see if there are any cards I can add to my Ice Barrier deck. Or if there is another deck of ice-based monsters." Weiss answered.

"But I am curious who is... the owner's assistant." Yang said, curious. But before anyone could say anything, the back doors opened to reveal the assistant carrying some boxes. And to everyone's shock, except for Jaune and Ilia, it was someone they were not expecting.

"NEO!" They nearly shouted, shocked, that one of Vale's most notorious criminals was working at a card shop.

"Did they have to yell?" Ilia asked, slightly annoyed.

"Well, can you blame them?" Jaune said as Neo set the boxes down before turning to them with a surprised and annoyed look.

"What's she doing here?" Yang asked, ready for a fight, as her eyes turned red.

'I work here.' Neo signed.

"Uh. What?" Yang asked, confused as her eyes returned to their lilac color.

"Neo just said she works here." Weiss said.

"What were those weird hand gestures?" Ruby asked, confused.

"It's sign language. It's a system of communication using visual gestures and signs, primarily used by deaf people and people who can't speak." Weiss explained with Neo nodding.

"Well. Uh. This might be a little awkward." Yang said, as she didn't know sign language and knew Weiss would be annoyed if they had to rely on her to translate everything Neo said.

"Only if you want me to use sign language." A robotic voice said, surprising them. Turning back to Neo, they noticed she had her scroll out. **"And before you ask, I downloaded a Text-To-Speech app as I was getting tired of signing everything and people misinterpreting what I say."**

"Oh. Ah. So how... long have you been working here? And... why?" Yang asked, not sure what to say or how to respond.

"About six or seven years. As for why, there are three reasons. The first is because I like the game of Yu-Gi-Oh. The second is that some additional lien never hurts. I might have some saved up from my adventures with Roman, but it will run out eventually. And third. Uh. Let's just say it eventually became a form of community service after I got caught by some huntsmen."

"What about Roman?" Coco asked, internally regretting the question when Neo flinched.

"Let's not talk about him. It did not end well between us. Let's just forget he ever existed."

"How about we move on to a different topic?" Weiss suggested.

"I think that would be for the best." Ilia said.

"So, what decks do you use?" Ruby asked.

"I use two decks. The first is Ghostricks, and the second is Toons." Neo answered.

"What do they do?" Blake asked.

"And why is one deck called toons?" Nora asked.

"Toons are a special deck where they turn popular monsters into cartoon versions of themselves." Jaune answered.

"And Ghostricks?" Ruby asked.

"They are monsters themed after popular Halloween things like witches and ghosts." Ilia answered.

"As much as I want to continue this conversation." Neo said. And even though she was using a Text-To-Speech program, everyone could tell she was being sarcastic. **"I have to get back to work. If you need me, I'll either be in the back rooms or behind the counter. "**

"Well, this was unexpected." Yang said as Neo grabbed the boxes and left for another room.

"Yeah." Everyone else agreed.

"Fox is asking if you two knew Neo worked here?" Yatsuhashi said.

"Yeah. We've known for quite a while." Ilia answered.

"In fact, we actually met Neo at locals at one point. Granted, we didn't know it was her since she had a disguise." Jaune added. "But that's a story for another time."

"RIGHT! I WANT TO SEE IF I CAN FIND ANY OTHER CARDS TO ADD TO MY THUNDER DRAGONS!" Nora shouted.

"Nora. Calm down. We're right next to you." Ren said, causing the others to chuckle at Nora's boundless energy.

"If you need us, Jaune and I will be checking out the booster packs and accessories." Ilia said.

"Alright. We'll be here checking out the decks and archetypes." Yatsuhashi said.

Nodding, Jaune and Ilia went to the next room while everyone else stayed to look over the various decks on the walls. Yet, as Jaune and Ilia expected, it wasn't long before the others called them to help them out. Chuckling, Jaune returned to help the others while Ilia decided to check out the game mats. Although, he did wish she had come with him as she was more familiar with certain decks.

"What does this deck do, Jaune?" Blake asked.

"That is the Volcanic deck. They revolve around destroying monsters with card effects and inflicting burn damage to the opponent." Jaune answered.

"What was burn damage again?" Yang asked.

"Any damage that's not caused by your monsters battling."

"How about this deck?" Coco asked.

"That's the Gravekeeper's archetype. They're an archetype of Spellcaster monsters based on fictional ancient Egyptian tomb-keepers. Their playstyle centers around denying the opponent from using their graveyard."

"How about this one?" Weiss asked.

"Oh. Those are the Dragon Rulers. They were one of the most powerful decks to have ever existed. They even nearly made it to Tier 0 status."

"Tier 0? What does that mean?" Ren asked, confused.

"Tiers are another fan-made term but don't quote me on that. Basically, in Yu-Gi-Oh, tiers represent the frequency of how many people use that deck in tournaments, which generally ties into how powerful they are. And Tier 0 means about sixty percent of duelists were using a specific deck."

"They were that good?" Ruby asked, shocked.

"Oh, yes. They were so good that Dragon Rulers are still on the banlist."

"Did you ever go against them?" Nora asked.

"No. They came into the meta about a year after I stopped going to tournaments."

"Do you think they will even come off the banlist?" Blake asked.

"No, not without banning about seventy percent of cards currently in the meta. While most won't admit it, especially competitive players, is that they always love trying to find ways to exploit a card's effect. And Dragon Rulers can give a duelist an insane amount of advantage."

"What about this deck?" Velvet asked, pointing to the deck with the front card displaying a young female with clasped hands.

"Oh. That's a Maiden in Love deck. It's all about stealing your opponent's monsters that have Maiden counters on them. But in the Yu-Gi-Oh Gx series, they made it appear that the opponent's monsters fell in love with the Maiden in Love."

"Really?" Pyrrha asked, mind racing with ideas.

"Yup. But the deck, while kind of fun to play, isn't that great."

"Why?" Coco asked.

"It's because of the card's central mechanic, which is counters. Counters are generally bad because they are so many ways to get around them. And if you're not careful, you could even wind up getting rid of your own counters." Ilia explained as she returned.

"What's in the bag?" Yatsuhashi asked.

"Oh. Just some card sleeves and mats."

"That reminds me. We need to get you guys some card sleeves and deck boxes." Jaune said.

"Why?" Weiss asked.

"It's to prevent your cards from getting bent or damaged. And the deck boxes so you guys can bring your decks with you."

"Oh. Yeah. I've just been using a small box I found. So a deck box would be better."

"Yeah." The others agreed.

"Are there custom ones?" Coco asked. "Or ones we could customize ourselves?"

"Yes. But those are only online. Stores sell a wide variety of deck boxes, but those already have designs on them. The same goes for card sleeves." Jaune answered.

"How much do they typically go for?" Weiss asked.

"That depends on the style you want. But they range from six to forty lien. A little more if you're going for a custom one." Ilia answered.

"In that case, I think a regular one would do in the meantime." Yang said, not expecting the steep price.

"Imagine how they would react to those Shonen Jump Prize cards and how much they cost." Ilia whispered to Jaune, causing him to

chuckle.

"So, where are the sleeves?" Velvet asked.

"Follow us." Jaune said as he and Ilia guided them into the next room. But they received another shock when they saw another familiar face.

"Neptune." They shouted, surprised.

"Oh. Hey." Neptune said.

"What are you doing here?" Weiss asked.

"Listen. Don't tell anyone because it could ruin me. But I love the game of Yu-Gi-Oh and come here every chance I get." Neptune nervously explained.

"Really?" Yatsuhashi asked. "For how long?"

"Since... wow. For nearly a decade, I've been coming here."

"Does Sun know?" Blake asked.

"No. He thinks I'm out buying some clothes or something. But please keep it a secret."

"Fine." Blake said, rolling her eyes.

"Thanks."

"What decks do you use?" Ruby asked. But she did wonder why Ilia and Jaune let out a groan.

"I use a U.A. Deck." Neptune said, pulling out his deck with the front card showing U.A. Midfielder.

"Knew it." Ilia and Jaune said to each other.

"WOW! THAT LOOKS SO COOL!" Nora said.

"But what does U.A. stand for?" Coco asked, curious.

"Ultimate Athlete. The U.A. archetype is themed after sports." Ilia answered.

"What about you guys? I know Jaune uses the Noble Knight and Infernoble decks while Ilia uses Crystal Beasts." Neptune asked.

"Wait. How do you know that?" Pyrrha asked.

"We've met before and dueled against each other a couple of times." Ilia answered.

"Makes sense." Velvet said. "But we should have guessed since that was obvious."

"But anyway. What decks do you guys use? Or are you looking to get into the game?" Neptune asked.

"Jaune introduced us to the game about a month ago. And this is the first time we're here to look for new cards and possibly get a new deck." Yang answered. "But I use a Brotherhood of the Fire Fist deck."

"Lunalights." Blake said.

"Ice Barriers." Weiss said.

"Thunder Dragons."

"Ancient Warriors."

"Heroic Warriors."

"I use the Superheavy Samurai deck, and Fox uses Spyrals."

"Spriggans." Coco said.

"And I use Elemental Heros." Ruby answered. "Do you want to duel?"

"Sure. And if you want, we can use the mini hologram templates." Neptune said.

"Uh. I'm not sure how to use them since we just learned about them not even an hour ago. And I don't have one." Ruby said.

"That's not a problem. The store allows duelists to borrow them so they can duel against each other. We just need to get the worker here to unlock the case."

"I'll go get Neo. Ilia. Can you show the others where the Deck Boxes and sleaves are?" Jaune asked.

"Sure." Ilia answered.

Ten Minutes Later

"Okay. I got the key." Neo said as she and Jaune returned.

"Did you show them where the deck boxes and sleeves were, Ilia?" Jaune asked as he carried a bag that had a deck in it that he planned on giving to Ruby later.

"Yes. I even showed them where the mats were." Ilia answered.

"Did you guys pick out some?" Jaune asked.

"Some plain ones since the rest is rather expensive." Weiss answered.

"But also, some of us want to see if we can get some custom ones." Coco added. "Speaking of which, do you know what sites sell them and if there are any discounts?"

"I'm not sure if there are any discounts right now. But I'll send the links to the sites later." Jaune answered.

"Okay. They're set up now. Anything else?" Neo asked.

"Uh. Maybe the instructions?" Ruby said, confused, as she looked over the template.

"Sorry. But there are no instruction manuels. Some people stole them. It's the reason why we keep them locked up now."

"Okay then. Can someone show me how to use it?"

"I think the best way would be through a duel." Neptune said.

"Yeah. I think that would be the best way." Ilia agreed before turning to Neo. "Do you mind dueling against Neptune to show Ruby how to use the hologram templates?"

"Sure. Why not. And my work day just finished. But pay attention. I don't like repeating myself." Neo answered as she sat across from Neptune and took out her deck. **"Now. First, to turn it on, you move the switch on the side all the way to dueling, as the other option is only for showing what your monsters look like as holograms."**

"So, like when Jaune showed us those God Cards." Ren said. But he became confused when Neo and Neptune's eyes widened in shock.

"You showed them the Egyptian God Cards?" Neptune asked, surprised.

"Yup."

"Were they shocked or in awe?" Neo asked.

"Both with a bit of fear. But can you really blame them?" Jaune said.

"No. Not really. They are quite intimidating."

"You know we're standing right here." Coco and Yang said.

"Anyway. What deck are you going to use?" Ilia asked.

"Ghostrick. I would use my Toons, but I'm fixing it."

"How do you want to do this?" Neptune asked.

"Roll some dice. Whoever is higher decides." Nodding, Neptune pressed a button on his hologram template with a hologram of two dice appearing. They rolled to show a total of eight before rolling again, with the new total being eleven. **"I'll go first."**

"Alright." Neptune said as they drew their cards.

"I'll activate One Day of Peace." Neo said as she placed the card in the back row of the hologram template.

"What does that card do?" Pyrrha asked.

"Both players draw a card, but neither Neo nor Neptune takes damage of any kind until the end of Neptune's turn." Jaune answered.

"Now I'll activate Ghostrick Mansion." Neo said as her template changed to look like an abandoned mansion one might see during Halloween. **"I'll set one monster face down and one card in my Spell and Trap card zone and end my turn."**

"My turn. I'll summon U.A. Midfielder. But I'll activate my U.A. Mighty Slugger's effect from my hand. By returning Midfielder, I can special summon Mighty Slugger to the field. Now I'll activate my Field Spell card: U.A. Stadium." Neptune said as his field changed to look like a sports stadium with a baseball player looking monster in the center column. "But since you take no damage, I'll set two cards and end my turn."

"Wait. I thought you said we can't bring cards on the field back to the hand?" Nora asked.

"You can't unless it's because of a card effect. One mechanic of the U.A. archetype is that they can special summon themselves by returning one U.A. monster from the field to the hand." Jaune explained.

"My turn. I draw. I'll flip summon my monster." Neo said as she flipped Ghostrick Skeleton into face-up attack position.

"Aw. It looks so cute." Ruby said as the Skeleton appeared on the field.

"Uh. Was it just me, or did that monster just smile and wave at us?" Coco asked as the monster turned, smiled, and waved at them.

"I think that's just a quirk of the hardware." Ilia lied.

"And due to Ghostrick Skeleton's effect, Neptune has to banish the top card of his deck." Neo said.

"Right." Neptune said as he banished the top card of his deck. "Damn. That's not good."

"Why's that?" Yang asked, curious.

"The U.A. archetype has a few fatal weaknesses. And one is that most of their monsters are high level, meaning they're dead in the hand unless you can activate their effects." Jaune answered.

"Now, I will activate Ghostrick Skeleton's other effect, which lets me put in face-down defense position. Next, I will set another monster and another card in my Spell and Trap card zone. I end my turn." Neo said as Ghostrick Skeleton waved before disappearing, almost as if it was hiding.

"My turn. I draw." Neptune said as he drew his card. "I'll activate Reinforcement of the Army to add U.A. Libero Spiker from my deck to my hand. Now I'll summon U.A. Midfielder to the field, but then I'll activate U.A. Libero Spiker's effect to special summon it by returning

Midfielder to the hand. Now I will activate U.A. Signing Deal to special summon one U.A. monster from my deck. I'll summon U.A. Rival Rebounder."

"Don't forget you take damage equal to Rebounder's level times 300." Ilia said.

"Right. So I take 800 points of damage." Neptune said as his life points dropped to 7200. "But it's worth it since my monsters gain 500attack because I special summoned a U.A. monster this turn."

"And since you normal summoned U.A. Midfielder this turn, you can add another U.A. monster to your hand." Jaune said.

"Right. I keep forgetting that. I'll add U.A. Goalkeeper to my hand." Neptune said. "Now. I will activate my trap card: U.A. Penalty Box."

"What does that card do?" Blake asked.

"If a U.A. monster battles an opponent's monster, Neptune can banish that monster at the start of the damage step, but he can only activate that effect once per turn." Jaune answered.

"Now, I'll activate U.A. Powered Jersey and equip it to my Mighty Slugger."

"And in response, I'll activate my trap card." Neo said as she flipped her card to reveal Heavy Storm Duster. **"And I'll target your set card and Field Spell."**

"And I'll respond with my card. U.A. Turnover Tactics." Neptune said, thinking he outplayed Neo. But realization soon dawned on him as he remembered what the card did. "And I messed up."

"How?" Yatsuhashi asked.

"I mixed up this card effect for another card effect. But it's too late. I already activated it."

"So what happens now?" Yang asked.

"Both Neo and Neptune shuffle all the monsters they control into the deck and special summons the same amount. But they must have different names." Jaune answered.

"And U.A. monsters can't attack this turn." Ilia added. "And since U.A. Powered Jersey was an equip card and the monster it was equipped to is no longer on the field, it goes to the graveyard."

"And Neo's trap card still goes off since Neptune did not negate it. So Neptune's Field Spell card goes to the graveyard."

"Wow. Talk about a blunder." Blake said.

"I know. I know." Neptune said as he shuffled his monsters into the deck before bringing out U.A. Playmaker, U.A. Blockbacker, and U.A. Midfielder. "At least I have my Penalty Box Trap card on the field."

"Which won't do you much good, Neptune. Neo has Mansion on the field." Jaune said.

"Right. Your turn, Neo."

"I draw. First, I'll set one card and then activate my trap card: Ghostrick-Go-Round." Neo said as she set another card in her Spell and Trap Card zone before activating her trap card. **"Now. I'll activate my monsters' effects to set Ghostrick Skeleton and Ghostrick Jiangshi. And I end my turn."**

"I draw. And this card won't help me." Neptune sighed when he noticed the card he drew was another Penalty Box Trap Card. "I'll set this card and summon out Midfielder to then use him to special summon U.A. Goalkeeper. Since I have another Midfielder out on the field, I'll return him to the hand to summon out another U.A. Playmaker. And I'll move to the battle phase. I'll attack with my Playmaker."

"And since you attacked, I'll activate my trap card: Quaking Mirror Force." Neo said, flipping over her trap card.

"This is not going to end well." Neptune said as he set all his monsters in face-down defense position.

"Why's he doing that?" Pyrrha asked.

"Quaking Mirror Force effect is that it changes all your opponent's monsters to face-down defense position. And the only way to get them back to face-up attack position is by a card effect." Ilia answered.

"Anything?" Neo asked with a smirk.

"No. Your turn." Neptune answered.

"I draw. I'll start by flipping up Ghostrick Jiangshi into face-up attack position. And it's effect allows me to add a Ghostrick monster from my deck to my hand with a level equal to how many face-up Ghostrick monsters I control. I have one, so I'll add Ghostrick Specter to my hand. Now I'll flip up my Skeleton, and its effect goes off, meaning you send the top two cards to the graveyard."

"Hopefully, nothing too important." Neptune said as he banished the cards face-down.

"Now. While I could attack, I'll think I'll let you off the hook for now by setting my monsters and ending my turn." Neo said as she set her monsters.

"I draw. Okay. This might help. I'll summon Midfielder. And now, I will activate U.A. Dreadnought Dunker's effect from my hand. I return Midfielder to special summon U.A. Dreadnought Dunker. Moving to the battle phase, I will attack. And because of Mansion, it will be a direct attack."

"You're really not good with that deck. I'll activate Ghostrick-Go-Round's second effect. I target one face-down monster I control and flip it face-up. And if it's a Ghostrick monster, which it is, I get to change one face-up monster you control to face-down defense position."

"Damn. Now I have a full field of face-down monsters that I can't change to face-up attack position." Neptune said. "Ugh. I end my turn."

"I draw. I'll flip summon Jiangshi and activate her effect, allowing me to add Ghostrick Mary to my hand. And since I have a face-up Ghostrick monster on the field, I can summon Ghostrick Stien in face-up attack position."

"Why does she need another Ghostrick monster on the field to do that?" Ruby asked.

"Ghostricks have a restriction that they cannot be normal summoned unless there is another face-up Ghostrick monster on the field." Ilia answered.

"Now, I'll flip up my Skeleton, causing you to banish three more cards." Neo said.

"And I'm already halfway through my deck." Neptune muttered as he banished three cards.

"And I set my monsters again and end my turn."

"My turn." Neptune said, hoping his next card could help him. But he groaned when he saw it was U.A. Signing Deal, which led him special summon a monster to his field. Yet he had no free monster zones. "Yeah. You win, Neo. I concede the duel."

"At least you lasted longer than others." Neo said as the holograms disappeared.

"Why did Neptune give up, Jaune?" Weiss asked.

"The U.A. archetype is more of a battle-focused deck. They have limited card removal effects, and practically all of them are monster effects that activate on special summon. But Neptune has a full field of face-down monsters, so he can't do that. And face-down monsters can't activate their effects." Jaune answered.

"What about tributing? Can't he tribute summon a monster to make space?" Ren asked.

"He can. But remember, U.A. monsters need to be special summoned for their effects to activate." Ilia answered.

"What about some spells or trap cards?" Pyrrha asked.

"I have some that could have helped me. But Neo's Ghostrick Skeleton banished all but one." Neptune answered as he looked through his deck and banished cards.

"What card is that?" Velvet asked.

"Twin Twisters. By paying 500 life points, I can destroy two spell or trap cards on the field. But Neo has Ghostrick Stein on the field, which allows her to add one Ghostrick spell or trap from her deck to her hand. Which means she can easily replace the cards I destroy."

"So Neo basically took away all outs Neptune had and put him into a position where he could do nothing, right?" Yatsuhashi asked.

"Pretty much." Ilia answered.

"Do you understand how these hologram templates work now?" Neo asked as she gathered her cards.

"I think so." Ruby answered. "You just play normally, right?"

"Pretty much. Just play as you normally would without a hologram template. The only thing to keep in mind is the

buttons on the side, as they control some other stuff like dice and tokens. And the hologram template does the rest." Neo said as she stood up. **"Anything else you guys need?"**

"No. Thanks, Neo." Jaune answered.

"Wait. You said you're clocking out. Does that mean the store is closing soon?" Weiss asked.

"No. The store is open for another few hours. My shift just ended." Neo answered.

"Are there any other employees?" Blake asked.

"Yes. But they work on the weekends. And the owner should be here any second." Neo answered. And no sooner than she said this, the bell rang. **"And that's probably him."**

But it wasn't.

"Oh. Hello, students." A cheery and eccentric-sounding voice said.

"Professor Peach!" Jaune and his teammates said, shocked. And who could blame them? They were certainly not expecting to see Beacon's resident herbologist and wilderness survival expert at a card shop.

"That's me." Peach said with a giggle.

"What are you doing here, Professor Peach?" Coco asked.

"I thought you had something to do at Beacon." Weiss said.

"Oh, I finished that. It was simply identifying some plants and seeing what dust types were affecting them. But to answer your other question, I'm doing a simple survey of shop owners with plants outside their store." Peach answered.

"Well, you're a bit out of luck. The owner is not here." Neo said, having already created an illusion so Professor Peach wouldn't recognize her.

"Aw, pooh. But do you know when he will be back?"

"He should be back..." Neo began before a message from the owner appeared on her scroll. **"In about a half-hour."**

"Well, that gives me some time."

"So, what are you going to do, Professor?" Pyrrha asked, curious.

"Well, seeing that I have roughly half an hour to spare and I'm in what seems to be a card game shop. I might as well try out whatever card game you all are playing."

"Really?" Velvet asked, surprised.

"Of course. I might be a botanist and survivalist expert, but I have other hobbies and enjoy learning new things."

"That makes sense. But yeah, we can teach you if you want." Jaune offered.

"I would appreciate it, Jaune. But first things first. What is the name of the card game, and what do I need?" Peach asked.

"It's called Yu-Gi-Oh. And all you would need is a deck. Fortunately, you're in a shop dedicated to Yu-Gi-Oh."

"What kind of decks are there? Are there any themed ones?"

"There are hundreds of different types of decks with themes." Ilia answered.

"Are there any plant-based ones?"

"If memory serves me right, there are four archetypes relating to plants. They are Sylvans, Predaplants, Aroma, and Rikka. Although Rikka is kind of new, so I'm not sure if the shop has it yet." Neptune answered.

"We don't. We're not expecting copies of the deck for another month." Neo answered.

"What do you all suggest I choose?" Peach asked.

"I don't think Predaplants since it's a very aggressive archetype with menacing plants. And their lore is a bit dark as well." Jaune said.

"What about Sylvans?" Yang asked.

"Sylvans are basically the entire forest, as the name roughly translates to 'all things in nature.' Plants, food, trees, you name it, it's in the archetype." Ilia answered.

"And Aromas?" Coco asked.

"Aromas are all about monsters named after tools and various species of flowers, all of which are used to produce and utilize medicinal and culinary herbs. And the herbs, flowers, and spices they use are generally used for aromatherapy." Jaune answered.

"I think I will choose the Aromas then." Peach said.

"Are you sure?" Jaune asked.

"Yes."

"Alright. Give me a moment, and I'll get the deck." Neo said before heading to the other room.

Ten Minutes Later

"Sorry, that took a while. I forgot the owner rearranged some of the decks." Neo said as she returned.

"That's fine. While you were gone, my students were teaching me some of the basics of the game." Peach said.

"It is a lot to take in." Yang said.

"No, not really. But then again, I have dabbled in some Table Top RPGs where you need to know a lot of rules before you can even play. So I might just be used to games with a lot of rules or mechanics."

"Speaking of which, what's the hardest deck in Yu-Gi-Oh?" Yatsuhashi asked.

"There's no clear-cut answer to that, mainly because some decks have a harder mechanic to learn than other decks. But I would say the most complex deck to play is a D/D/D deck as that deck's strategies constantly changes with the game state." Jaune answered.

"Wouldn't that be with every deck?" Blake asked.

"No. D/D/Ds are a special case, as they use every summoning mechanic in the game." Ilia answered.

"Luckily, Aromas aren't that difficult. They're pretty straightforward." Jaune said.

"Here's the deck. And where's the other guy?" Neo asked.

"Neptune left. He said he had to meet up with Sun for something." Yang answered.

"Well, if you need me, I'm at the front desk." Neo said before leaving.

"Okay. Now that we have the deck and have shown you how to use the hologram templates, we need someone for you to duel against." Weiss said.

"Actually. Let's let Ruby duel against Professor Peach." Jaune said.

"Me?" Ruby asked, surprised. "Why?"

"It will be good practice. Plus, remember how the owner said there were sub-archetypes?"

"Yeah."

"Well, the Hero archetype has many sub-archetypes. And I got you one to use in your Elemental Hero deck." Jaune answered as he pulled a deck out of the bag. And the front of the deck shows a card with the name Masked Hero Dian. "This is a Masked Hero deck."

"Cool. Thanks, Jaune." Ruby said, looking through the deck. But she became confused when she realized some of the monsters were the same. "Uh. Some of them are Elemental Heroes. I thought you said this is a Masked Heroes deck."

"It is. Masked Heroes monsters are a special kind of Fusion Monsters. Rather than using a fusion spell card, they use the spell card: Mask Change. And Mask Change targets Hero monsters and sends them to the graveyard to summon a Masked Hero monster from the Extra Deck with the same attribute."

"Oh. That's why there's only a couple of Hero monsters here, and each one has a different attribute." Ruby said.

"So what do you say, Ruby? Care to be Professor Peach's first opponent." Jaune asked.

"YES!" Ruby shouted before zooming to sit across from Peach.

"Calm down, sis." Yang said, chuckling as Jaune set up Peach's hologram template while Ilia did the same for Ruby.

"How do we decide who goes first?" Peach asked as she drew five cards.

"Anyway is fine as long as both parties agree to it. Then the winner decides if they want to go first or second." Ilia answered.

"How about we flip a coin?" Peach suggested.

"Sure." Ruby answered as she drew her five cards. "Heads or tails?"

"I'll choose heads."

"Alright. And we just click the button with the coin on it." Ilia said as she pressed the button. The hologram templets then displayed a hologram of a coin that started to flip for a few seconds before landing on tails.

"You go first." Ruby said.

"Okay. Trap cards need to be set first, right?" Peach asked as she looked at the cards in her hand.

"Yes, and you need to wait until your opponent's turn to activate them. But there are exceptions." Jaune answered.

"Alright. I'll set two cards face-down. Next, I'll activate Aroma Gardening. And, uh. Where is the zone for... field spells?"

"Right here." Ilia said, pointing to the upper left zone.

"Okay. I'll summon Aromage Jasmine in face-up attack position. Next, I'll activate my field spell: Aroma Garden." Peach said while her field changed to look like a garden with hundreds of types of flowers. And in her center monster zone, a young girl with white hair carrying a bag appeared. "Now, I'll use my field spell's effect."

"And because of that, Peach's life points increase by 500, and Jasmine's attack and defense increase by 500 points. And Jasmine's effect activates, allowing Peach to draw one card." Jaune said.

"Okay. I'll draw and set the card. And I can't attack since it's my first turn."

"Right." Ilia answered.

"Okay. I end my turn. Your turn, Ruby." Peach said.

"I draw." Ruby said as she drew a card.

"Can I activate my set cards now?" Peach asked.

"Yes. You can." Jaune answered.

"I activate my three trap cards." Peach said as she activated Blessed Winds, Dried Winds, and Humid Winds.

"Wow. She got all those cards on the same turn. That's lucky." Ilia said.

"Why?" Yang asked.

"Those cards are the main playmakers of the Aroma archetype. With them, Peach now has plenty of options for almost anything." Ilia explained.

"Alright. Let's see. I'll activate Solidarity. Now I will normal summon Elemental Hero Woodsman. I'll then use my spell card: Mask Change. And it says that by sending one Elemental Hero monster I control to the graveyard, I can special summon one Mask Hero monster from my Extra Deck with the same attribute." Ruby said before looking through her Extra Deck. "I'll special summon Masked HERO Dian in attack position."

"Man. I can't wait to get our own hologram templates." Yang said as Masked HERO Dian appeared on the field and drew out its sword.

"I'll set two cards. And now, because I have no other cards in my hand, I can special summon Elemental Hero Bubbleman in attack position. Now I move to the battle phase."

"Since your monsters have more attack points, I think, and I have no other monsters in my hand, I will activate Humid Winds." Peach said.

"What does that do?" Velvet asked.

"Peach pays 1000 life points to add one Aroma monster from her deck to hand." Jaune answered as he changed Peach's life points to 7500.

"So, which card will you choose?" Ilia asked as she showed Peach some cards.

"I will choose... this one." Peach said, adding Aromage Marjoram to her hand.

"Now I will attack your cute Jasmine with Masked HERO Dian." Ruby said.

"Now Peach has the option to activate Aroma Gardening." Jaune said.

"I will." Peach said, looking at the card's text to see what it does. "While I have lower life points, I can special summon one Aroma monster from my deck."

"Which one this time?" Ilia asked.

"I'll summon Aroma Rosemary." Peach answered as she summoned Rosemary next to Jasmine.

"And because she summoned an Aroma monster, Aroma Gardening's other effect activates. Peach gains 1000 life points." Jaune said as he raised Peach's life points to 8500. "Since her life points increased, Rosemary's, Jasime's, and Dried Wind's effect activate."

"ALL OF THEM?" The others asked, surprised.

"Yup. Peach can now draw a card because of Jasmine's effect, change a face-up monster's attack position due to Rosemary's effect, and destroy one face-up monster Ruby controls due to Dried Wind's effect."

"I'll destroy Masked Hero Dian and change Bubbleman to defense position." Peach said as she drew a card.

"Okay. Since I can't do anything else, I guess I end my turn." Ruby said.

"My turn. And I draw. Since my life points are higher, I can special summon Aromage Laurel."

"And Aroma Gardening's effect activates, bringing Peache's life points to 9500." Jaune said. "Now Dried Winds, Jasmin's, Rosemary's, and Laurel's effect activate."

"So my Bubbleman is destroyed." Ruby pouted as she placed Elemental Hero Bubbleman in the graveyard.

"And I change Jasmine to defense position while I draw a card." Peach said as she drew a card. "But what does Aromage Laurel do?"

"You can choose one other monster you control, and it becomes a Tuner monster." Ilia answered.

"What are Tuner monsters for?"

"You need them to Synchro summon."

"Okay. I will choose my Rosemary." Peach said after looking through her Extra Deck. "And I will do that summon thing. I will bring out Aromaseraphy Sweet Marjoram. I gain only the effects of Aroma Gardening once, right?"

"Yes. Only once during either player's turn." Jaune answered as Peach sent Jasmine and Rosemary to the graveyard.

"Alright. And because I haven't used my once-per-turn normal summon, I'll bring out Aromage Cananga." Peach said as she summoned the monster next to Aromaseraphy Sweet Marjoram. "And before I battle, I will activate my Field Spell."

"And Peach now has 10,000 life points." Jaune said.

"Is there a limit to how many life points Peach can have?" Yatsuhashi asked.

"Nope."

"How high can her life points become?" Ren asked, curious.

"As high as she wants. The Aromage archetype is the best when it comes to gaining life points. If Peach wants to drag it out, she could theoretically get her life points to 100,000." Ilia answered.

"Wow, that's a lot." Nora said.

"And since Peach gained life points again, Aromage Cananga's and Aromaseraphy Sweet Marjoram's effect activates." Jaune said.

"What do they do?" Pyrrha asked.

"Aromage Cananga's effect lets Peach return one spell or trap card Ruby controls to the hand. And Aromaseraphy Sweet Marjoram's effect lets her destroy another card." Ilia answered.

"I'll return this card to the hand and destroy the other." Peach said, pointing to the left card to have it return to the hand.

"Can I activate my card in response?" Ruby asked.

"Yes. But only if you meet the conditions." Jaune answered.

"I do. I'll activate my Call of the Haunted, which lets me bring back my Masked Hero Dian." Ruby said.

"Unfortunately, Ruby. That's not going to work." Jaune said.

"Why?"

"Call of the Haunted has the effect where if it leaves the field, the monster you brought back gets destroyed. And Peach destroyed the card. So in the end, your monster ends up back in the graveyard." Ilia answered.

"Aw." Ruby pouted.

"And the other card returns to your hand." Jaune reminded.

"Right."

"Now I will attack with all my monsters." Peach said.

"Which will bring Ruby's life points down to 2100." Jaune said.

"Your turn, Ms. Rose." Peach said, smiling.

"I draw." Ruby said. "I'll activate my spell card: Mask Charge."

"What does that do?" Coco asked.

"It lets Ruby add one Hero monster and one Change quick-play spell card from her graveyard to her hand." Jaune answered.

"I'll choose my Elemental Hero Bubbleman and Mask Change quick-play spell card." Ruby said, adding both cards to her hand. "Now I will summon my Elemental Hero Bubbleman and activate my Mask Change on it."

"Which monster are you bringing out?" Yang asked.

"My Masked Hero Vapor." Ruby answered as the monster's hologram came appeared.

"And because Ruby's graveyard only has warrior-type monsters in it, Masked Hero Vapor now has 3200 attack points." Ilia said. "But Aromage Cananga lowers Ruby's monsters' attack and defense by 500. So Vapor only has 2800."

"How much attack does Professor Peach's monsters have?" Ruby asked.

"Aromaseraphy Sweet Marjoram has 2700 attack points. Aromage Laurel has 1300 attack points while Aromage Cananga has 1900 attack points." Jaune answered.

"That monster that lowers my monsters' attack points seems important, so I should attack it. But Laurel is weaker, so I can deal more damage if I attack it." Ruby said, going over her options.

"Don't forget that Peach's monster can destroy your monster with its effect." Weiss reminded.

"Actually, no." Ilia said.

"Really? Why?" Peach asked, confused.

"Masked Hero Vapor has an effect that says it cannot be destroyed by card effects."

"However, Aromaseraphy Sweet Marjoram can destroy Solidarity." Jaune added.

"Right. So I will attack Aromaseraphy Sweet Marjoram with my Masked Hero Vapor." Ruby said.

"Aromaseraphy Sweet Marjoram is destroyed, and Peach's life points go down to 9,900." Jaune said.

"Since I can't do anything else, I will end my turn." Ruby said.

"Wait." Ilia interjected. "Two of Peach's effects activate."

"Really? Which ones? I thought they only activate when Professor Peach gains life points." Ren asked.

"One monster in Peach's hand has the effect where it special summons itself when a plant-type monster is destroyed by battle.

And Aroma Garden second goes off when an Aroma monster is destroyed by battle or card effect and is sent to the graveyard. Peach now gains a new monster and 1000 life points." Ilia said as she placed Aromage Marjoram on the field. "And when Aromage Marjoram special summons itself through this effect, Peach gains an additional 500 life points."

"So Peach is now at 11,400 life points. And because she gained life points, Aromage Cananga's effect activates. Peach can return one spell or trap card Ruby controls to her hand."

"So Solidarity goes back to my hand." Ruby said.

"Is that it?" Pyrrha asked.

"For now." Jaune answered. "Do you end your turn, Ruby?"

"I thought I already did?" Ruby asked, confused.

"Yes. But we forgot about some card effects. So, for this time only, we'll let you decide if you still want to end your turn or do something else."

"Okay. I will set one card and activate Solidarity again."

"Now is Peach's turn." Ilia said.

"I draw. I will activate my Blessed Wings Trap card to special summon my Rosemary from the graveyard." Peach said.

"And that brings Peach's life points down to 10,400. But Aroma Gardening's effect activates, giving Peach 1000 life points. So her life points remain the same." Jaune said.

"And let me guess. All her monster's effect activates." Yang said.

"Okay. Let me see if I got this. Aromage Laurel lets me change one monster into a tuner. So, I'll choose it. Aromage Cananga lets me

return one spell or trap card Ms. Rose controls back to her hand. Am I right so far?" Peach asked.

"Yes." Jaune answered.

"Which card do you want me to return?" Ruby asked.

"Your face down card." Peach answered.

"Okay. Not too bad." Ruby said as she returned the card to her hand.

"Now Dried Winds activate, but your monster cannot be destroyed by card effects, so it does nothing. And what does Aromage Marjoram do?"

"Aromage Marjoram allows you to banish cards from Ruby's graveyard up to the number of Aromage monsters you control. You have four, so you can banish up to four cards." Ilia answered.

"I will banish Mask Charge, Quick Change, the Bubblema, and the other Mask Hero." Peach said.

"Wait. Can Peach look at my graveyard?" Ruby asked.

"Yes. The graveyard is public information. But it's best to tell your opponent you want to check their graveyard before doing so. And when you do, you cannot change the order of the cards." Ilia answered while removing the four cards from play.

"Alright. Now I will do the special summon from my deck. What was it called again? The one that required a tuner?" Peach asked.

"Synchro summoning." Jaune answered.

"I will Synchro summon Aromaseraphy Rosemary." Peach said, sending Rosemary and Laurel to the graveyard. "And I will activate my Field Spell."

"Peach's life points are now 11,900. Aromaseraphy Rosemary effects activate. All of Peach's plant-type monsters now gain 500 attack and defense points in addition to the attack and defense points Field Spell gives. And now Peach can target one card Ruby controls and negates its effect."

"I will choose Solidarity." Peach said.

"Mask Hero Vapor's attack is now 1900 because Cananga's effect is still in effect." Ilia said.

"I move to the battle phase and attack Vapor with my Aromaseraphy Rosemary."

"That's 1100 life point damage." Jaune said. "Ruby now has 1000 life points."

"And with my next attack, I believe I won." Peach said as Ruby's life points dropped to zero.

"Yup. You won the duel, Professor Peach." Jaune answered.

"Yes. That was fun."

"But not as much fun for me. I really wanted to see more of my Masked Heroes." Ruby pouted.

"Don't worry, Ruby. When we get back to Beacon, we can duel a bit more if you want." Jaune said.

"YES!" Ruby cheered. "But can we still buy some hologram templates?"

"Of course. But we still need to wait for the owner to return." Jaune said.

"Not anymore since I'm here, young whippersnappers." Sugoroku Mutou said, surprising them.

"Are you the owner of this store?" Peach asked, already standing with her clipboard in hand.

"Yes. I am."

"Good. I have a few questions for you." Peach said as she led Sugoroku back into the other room.

"But we might have to wait a while." Jaune said.

"Yeah." The other said, knowing that when Peach started talking about her hobby, it was very hard for anything to get her to stop.

"What should we do in the meantime?" Coco asked.

"We duel some more." Ren said.

"Which reminds me." Yatsuhashi said. "Is it possible to do duels with two or more players on a team?"

"Yup. Those are called tag duels. Typically they are two vs. two. But when it comes to casual play, you can have more people playing." Jaune answered.

"Maybe we can do one while we wait." Velvet said, moving closer to Jaune.

"It would be fun." Pyrrha added, doing the same as Velvet while glaring at her.

"Sure. But let's keep it at two vs. two. And since I promised Ruby, she can be on my team if she wants." Jaune said.

"YES!" Ruby cheered but went quiet when she noticed the glare Pyrrha and Velvet sent her way.

"Who wants to duel against us?" Jaune asked, oblivious.

"Well, I think whoever goes might need Ilia's help." Ren said.

"True." Ilia agreed. "So, who wants to duel with me?"

"I'LL GO! I WANT MY REVENGE!" Nora answered as she took out her deck, causing everyone to chuckle.

"We'll see about that. It's time to duel." Ruby said as she took out her new deck.

"Wait for us." Jaune and Ilia said as they sat down. Yet, as they dueled, Pyrrha and Velvet continued to glare at Ruby while the others watched.

Three Weeks Later

"Peach. May I come in?" Glynda Goodwitch asked as she knocked on the door of her coworker.

"Yes." Peach answered. Taking a step back, Glynda opened the door and stepped inside to see Peach sitting at her desk. "Yes, Glynda? Do you need something?"

"I just wanted to come and check on you. But I also wanted to ask if you have finished preparing everything you need for the Vytal Festival."

"Well, I'm fine. A little busy since I fell behind on grading some papers. But as for the Vytal Festival, everything is ready. And I triple-checked the medical wing to ensure we had the necessary supplies."

"Good. That's good. Knowing the students, it will be inevitable they will get into a fight outside of the matches." Glynda said, rubbing her temples as she still did not understand why someone thought it was a good idea to give teenagers weapons. But when she opened her eyes, she noticed some strange cards on Peach's desk. "What are those, Peach?"

"Oh, these?" Peach asked, raising some Aromage cards. "These are Yu-Gi-Oh cards."

"Yu-Gi-Oh cards?" Glynda asked, confused.

"Yes. Yu-Gi-Oh cards. It's a very fun card game. And some of our students play them."

"Do you know which ones?"

"Yes. Team Rwby. Team Jnpr. And Team Cfvy. But it was Mr. Arc from Team Jnpr that introduced the others to the game."

"Figures it's them." Glynda sighed. "But how do you know about it?"

"Oh, I was going around Vale, conducting a survey of store owners that have plants outside their store. And one of them just happened to be a card shop dedicated to Yu-Gi-Oh. And Mr. Arc and his friends were there. I thought it was only going to be a quick visit until an employee told me the owner wouldn't be back for about a half-hour. So, to kill some time, I decided to ask them if they could teach me how to play the game. And I liked it so much; I decided to buy the deck they allowed me to try out."

"Was it difficult to learn?"

"Not really. But that's because I'm used to games with many rules and mechanics. But I can see some people might have trouble learning the game's rules."

"Is it actually fun?" Glynda asked, curious.

"Oh, yes. But only if you find card games interesting."

"Hmm. I see. Well, anyway. It was good talking to you, Peach. But I have to go and check on Professor Port. Have a good day." Glynda said, making her way to the door.

"You too, Glynda."

"Oh, and before I leave. Your office smells nice, Peach. It smells of Jasmine and Rosemary." Glynda said, "What are you using?

Candles or some diffusers?"

"Oh. Uh. Some candles a friend made and sent me. And yes. It's Jasmine and Rosemary. Do you like it?" Peach nervously asked.

"Yes. It's much more fragrant and pleasant than anything I had used before."

"Do you want me to send you some?"

"If it's not too much trouble." Glynda said before leaving and closing the door.

"That was too close." Peach said with a sigh. However, she smiled when the scent of marjoram wafted into her office. "Thanks, guys."

Notes:

I know Neptune didn't play his U.A. deck how it's supposed to be played. But there is a reason for that.

Spartastic 4: Yeah, I'm still not 100 percent sure if I will bring the Duel Spirits into the story. But if I do, they will be more life companions/good friends to their deck masters. They won't be all knowing or overbearing.

Masters123lfm: Yes, Ruby will have nearly all Hero cards except for Dark Heros and possibly Vision Heros. But also yes, she will soon gain the Neo-Spacian cards. And to answer your other question, yes and thanks for the suggestion. There will be a few duels during the Vytal Festival and a few ideas for it as well. And I will have them with real solid holograms when they duel.

Here are some deck ideas for future characters I have. Not sure if they fit or not since, despite having more than two hundred archetypes, very few fit.

Emerald: Vison Heros

Qrow: Black wings

Penny: Desk Bots or Sky Strikers

Maria: Summoned Skull

Salem: Earthbound Immortal

Glynda: Spellbooks

Neptune: Mermail. But because he is afraid of water, he chooses to use an earth deck that he thinks looks cool but he doesn't know how to use well, while his true deck is a water deck that he knows how to use but refuses to use.

Flynt: Symphonic Warrior or a Djinn deck. (Djinn as in the little demons playing musical instruments that are XYZ monsters. Not the ritual support monsters.)

Neon: F.A. (Kinda loose, but how she skates and the blur trail she leaves behind reminds me of the card artwork for some F.A. monsters.)

Ironwood: Either Cyberdragons or Cyberdark Reason: Ironwood was highly respected, had a humiliating lost, and then went dark. Similar to Zane.

Winter: Rikka or Icejade

Wiess: Might change to Nekroz.

Doctor Oobleck: Ancient Gears or a chronomaly deck

Ozpin: A Golden Castle of Stromberg deck or a spell caster deck

There will be more coming but that's what I have so far.

Chapter 4

Remnant: Time to Duel

Chap 4

'I discard the monster card, Queen's Knight, into the graveyard! Breaker, the Magical Warrior. ATTACK!'

'AAAHHHHH!'

"I really hate that bug boy." Blake said, not bothering to hide her joy at what was happening on the television.

"But I do really enjoy this scene. He deserves it, after all." Yang said.

"Especially after what he just did. Does anybody even like him?" Coco asked.

"Nope. About ninety-five percent of the Yu-Gi-Oh community hates Weevil, so much so that this episode has become a fan favorite. Primarily because of how the Pharoah used Berserker Soul against Weevil." Jaune answered.

"But speaking of Yu-Gi-Oh. What was your sister-in-law's name again, Arc? The one that made the duel disks." Weiss asked as she opened another booster pack and looked through the cards.

"Terra. Terra Cotta Arc." Jaune answered. "Why?"

"Just curious." Weiss answered as she wrote down the name on her scroll. After all, all she needed was the name. She could get everything else later.

"Is this correct, Jaune?" Nora asked, getting his attention.

"Let me see." Jaune said as he looked over Nora's game mat. "Yes. From the hand and cards I gave you, you managed to clear the opponent's field and summon out Thunder Dragon Titan and Thunder Dragonlord."

"Yes!" Nora cheered.

"Alright. Try to solve this puzzle without bringing out Thunder Dragon Titan or Colossus." Jaune said as he gave Nora her new hand before setting up the cards she needed to beat.

"Let's see." Nora said, looking through her cards and trying to remember the tips Jaune had given her. However, she snapped her head up when they heard Weiss groan in frustration.

"Damn it." Weiss muttered.

"Everything alright, Weiss?" Blake asked, slightly worried at hearing Weiss curse.

"Everything's fine, Blake." Weiss said as she put her cards down. "I was just hoping I get some decent cards."

"Decent cards for what?" Ruby asked as she and the rest of their friends and teammates entered the student lounge and sat on the couches. Well, most of them, as Pyrrha and Velvet moved to sit on either side of Jaune.

"And why is Nora dueling by herself?" Ren asked, curious.

"I asked Jauney to teach me some combos with my Thunder Dragons and how to use them." Nora answered.

"What about you, snow queen?" Yang asked.

"I brought some singles and booster packs in hopes of finding some cards to support my Ice Barriers."

"Why?" Yatsuhashi asked, curious.

"I was in town yesterday and saw the card store we visited was hosting a local tournament. And I decided to sign up for it."

"Uh. Weiss." Jaune nervously said. "No offense to you or your Ice Barriers. But you guys aren't ready for the current format."

"Why?" Weiss asked.

"And what do you mean by format?" Nora asked, confused.

"It's just another way to say what the current meta decks are and how they are played."

"So, what's the current format?" Coco asked.

"I'm not too sure. Remember, I haven't played competitively in about half a decade. But from what I last heard, the current way of playing is setting up a ten-negate board or setting up floodgates. And both serve the same purpose, which is to not let your opponent play."

"TEN-NEGATES!" The other shouted, shocked.

"Yup. The power creep of the game has reached the point where if your deck can't do that, it's not strong enough to use in the current format. And Ice Barriers were power-crept a long time ago. Additionally, they were never that good in the first place. But there's also another reason why I don't recommend you go to the tournament, Weiss. And it applies to the rest of you."

"What's that?" Yang asked.

"I have been very lenient in your guys' duels. You all made more than a few mistakes in your duels. While I forgave them because you're all still learning the game, the judges won't be the same. And after a couple of mistakes, they might boot you from the tournament. And that's not even including what your opponents might say or do."

"How many mistakes do we usually make in our duels?" Ruby asked.

"About three to seven mistakes."

"Oh." Ruby said, not expecting that answer.

"So, does that mean I should cancel and not go?" Weiss asked, sounding dejected.

"No, of course not. By all means, Weiss. If you want to go compete, go. If you want to go there and have fun, go. I'm not stopping you. I'm just telling you this ahead of time as a sort of warning. The decks at tournaments can get pretty ridiculous, and you guys still need some practice." Jaune said.

"In that case, do you think you help Jaune?" Weiss asked, sounding more confident now. "You know, like, give me tests like you're giving Nora and maybe practice duel against me."

"Sure." Jaune answered.

"Do you think you can do the same for me, Jaune? I'm still having some trouble with my deck." Velvet asked. But before Jaune could say anything, Pyrrha cut in.

"And me, Jaune. Do you think you can help me as well?" She asked, glaring and growling at Velvet.

"Uh. Sure. I don't see why not." Jaune answered. "But wh-"

"Anyway." Coco quickly interjected. While it might not have been evident to Jaune, she and the others knew the tension was growing thick between Pyrrha and Velvet. And if she didn't change the subject, she knew without a doubt that Velvet and Pyrrha would come to blows. "You got curious, blondie."

"About what?" Jaune asked, confused.

"The formats."

"What about them?"

"Well. First. What is a floodgate?"

"Floodgate is an unofficial term for a card with a continuous effect that restricts one or both players from performing some action."

"Okay. So something that stops your opponent from doing something. And today's format is full of different types of floodgates."

"I would say so. Again, I haven't been to any tournaments in a few years."

"With that said, here's the second question. Was there any format that prevented your opponent from playing the game entirely?"

"Oh, yes. There is." Jaune answered, chuckling as he remembered the first time he went to a tournament. Only to lose in the first round because of what his opponent did. "It is the infamous Yata-Lock Format. And ironically, it only consisted of three cards."

"Only three cards?" Ren asked, surprised.

"Yup."

"What were they?" Blake asked, curious.

"They were the original Chaos Emperor Dragon - Envoy of the End, original Sangan, and Yata-Garasu."

"How did it work?" Nora asked.

"Fox is asking why did you say original?" Yatsuhashi asked.

"Okay, let me start with what I meant by original. In Yu-Gi-Oh, there's something called Erratas. Errata are changes to any part of the text of a card that occurs between reprints. And they can happen for various reasons, such as fixing mistakes, updating a card's terminology, or clarifying the behavior of a card so that its rulings are easier to understand. But in this case, it was to nerf Chaos Emperor Dragon and Sangan because they were too strong together."

"So, how did it work?" Pyrrha asked.

"When you special summon Chaos Emperor Dragon, you can pay 1000 life points to send all cards both players hands and on their field to the graveyard. There's also some burn damage, but that never mattered. However, what did matter was having Sangan on the field. Sangan's effect activates when it's sent to the graveyard. And when that happens, you can add one monster with 1500 or less ATK from your deck to your hand, which in this case, would be Yata-Garasu. Yata-Garasu's effect is that when it inflicts battle damage to your opponent, your opponent skips their next draw phase. Because of this combo, your opponent could not draw and would have no cards on their side of the field or hand. All they could do was end their turn, allowing you to start again. You attack and slowly whittle your opponent's life points down to zero or until they give up."

"Wait. Wouldn't they have some card effects in the graveyard to help them get out of that situation?" Ren asked.

"No. I should have mentioned this. The Yata-Lock Format was one of the very first formats in Yu-Gi-Oh, predating even the banlist. So there were barely any card effects that involved the graveyard, to begin with, let alone turn the duel in their favor. Basically, the opponent could do nothing and just accept defeat."

"Did that ever happen to you?" Velvet asked.

"Yes. At my very first tournament, my first opponent did that to me." Jaune answered with a chuckle. "But I kind of got my revenge when he moved to the second round."

"How so?" Pyrrha asked.

"He faced off against an Exodia deck. And his opponent got all the pieces of Exodia on her first turn. And then the banlist came a few days later, which annihilated his deck."

"Talk about karma." Coco said, with everyone chuckling.

"Yeah. Anyway." Jaune said, turning back to Weiss. "So, Weiss. Do you want to start practicing now or another time?"

"Another time. I still have a few packs I want to go through." Weiss answered.

"If you want, Weiss. I can lend you some water support cards along with some cards that were meta in the past."

"I would appreciate that, Jaune. Thanks." Weiss said, smiling.

"You know. All this talk about tournaments, formats, and meta cards got me thinking. Why don't we host our own small tournament?" Yang suggested.

"YES!" Ruby and Nora shouted.

"Maybe we can even get Professor Peach to join?" Blake asked before quickly adding. "And I'm not just saying that because her office smells like Jasmine and Rosemary."

'Looks like Peach met the Aromage family of Duel Spirits.' Jaune thought, internally chuckling. Although, he was curious about what caused the Aromas to introduce themselves to Peach so quickly. Jaune knew that it takes a while for any Duel Spirit to introduce themselves to their deck master.

"We can even see if there are any other students around that play Yu-Gi-Oh." Ruby said.

"Perhaps we can even invite Ilia. I'm curious about her Crystal Beast deck." Weiss said.

"There can be a prize for first place." Pyrrha said, leaning into Jaune, causing him to blush from the contact.

"And the winner gets anything they want." Velvet added, doing the same. Jaune was now confused about what was happening but was also blushing heavily.

"As much as that sounds like fun, we can't." Coco said.

"Why?" The others asked, confused.

"Well. First off. Ilia is about to head back to Menagerie. Her flight leaves in about a half hour." Jaune said, moving to sit on the couch while coughing to clear his throat. But he did wonder why Pyrrha and Velvet seemed upset and why they were glaring at each other.

"Not to mention. Peach and the rest of the staff are preparing for the Vytal Festival, which begins this Monday." Yatsuhashi added.

"Which means we need to train some more." Coco said. "And a tournament can take a while or the whole day, especially if we try to get others to join."

"Right. We forgot about that." Yang, Ruby, and Nora said dejectedly.

"But that doesn't mean we can't have a few duels." Jaune said, smiling when his friends perked up.

"Of course. A few duels won't hurt." Coco said.

"We can even add some snacks and drinks." Yatsuhashi added.

"And we can continue watching the Yu-Gi-Oh show." Blake said, smirking at how the pharaoh brutalized Weevil Underwood.

"Speaking of the show. Fox wants to know what season you guys are on." Yatsuhashi said.

"They just finished watching the eighteenth episode of the Waking the Dragons Arc." Jaune answered.

"Who could have guessed that the Yu-Gi-Oh card game had so much lore in the show? Seriously. First, it was the desert place called Egypt. Then, from out of nowhere, the duel monsters originated from the underwater city of Atlantis." Coco said.

"Are there any Yu-Gi-Oh movies, Jaune?" Weiss asked.

"Yes. There are three movies. The first was Yu-Gi-Oh! The Movie: Pyramid of Light. The second was Yu-Gi-Oh! Bonds Beyond Time. But I don't recommend watching that movie just yet as it involves the main characters of the other Yu-Gi-Oh series. And the last but also most recent was Yu-Gi-Oh! The Dark Side of Dimensions. That we can watch after we finish watching the first Yu-Gi-Oh series." Jaune answered.

"What about the first one?" Yang asked.

"We can watch that one. It takes place after they finally finished the Battle City Arc."

"Yeah. The whole Virtual World Arc felt like a filler season." Velvet said.

"I get the reason and plot behind the season. But I still think we could have done without it. It just made keeping up with some things confusing." Pyrrha agreed.

"Do you have the movie, Jaune?" Ren asked.

"Yeah. It's in the dorm. But let's finish this season first before we watch it." Jaune answered.

"Well, I guess that settles it. We'll have some snacks and drinks to enjoy while we duel and watch the show." Yang said.

"And if we have time, we can even watch the movie." Nora said.

"And while you guys duel, Jaune can help me with my deck." Weiss added, with Jaune nodding.

"But what should we do for snacks and drinks?" Yatsuhashi asked.

"I can bake some cookies. I know some recipes that are quick to make. But I'm not sure about the drinks." Jaune answered.

"I can make us some coffee. And we have some sodas in our dorm." Coco said.

"That sounds good." The others said.

"Alright, then. We'll be back in a little bit." Jaune said as he and Coco got up and left the lounge. But while Coco went right, Jaune went left.

However, Jaune's appreciated it as he had a lot on his mind. The first was about his friends, Pyrrha and Velvet. They have been acting strange these past few weeks. And that's not including the duels they had. While everyone else was having fun, Pyrrha and Velvet seemed to be competing for something. It had got so out of hand that one member of each team volunteered to keep an eye on them and stop them from trying to duel. The second thing was about the Vytal Festival itself. While Jaune had already sent in the papers and signed his team up for the tournament, he has yet to receive a response. Additionally, due to his friends loving to duel and wanting to learn more about Yu-Gi-Oh, they had been neglecting their training.

But the last thing on his mind was his duel disk. While Jaune generally did his best to keep it in pristine condition, the portable duel generators suffered a crack during his duel against Ilia. Luckily, it was still intact, but the generators could no longer project the holograms. And while he could try and repair it, Jaune chose not to as he knew he would most likely end up damaging it further. He could always ask Terra if she could have a look at it, but he didn't want to put more work on her plate since she was basically working 24/7 at her job.

'Maybe there is a technician at one of the tournaments that could take a look at the duel disk. And maybe repair it.' Jaune thought as he arrived at his dorm. However, because he was deep in his thoughts, he failed to notice the box on the ground, causing him to fall to the floor with a thud. "Ow."

Rubbing his head, Jaune looked toward what could have caused him to trip and noticed a large box in front of his dorm's door. Curious, he picked it up and noticed that it was rather on the light side. But he then noticed that the box was meant for him and that it came from Terra. Surprised, Jaune took it inside the dorm and lay on his bed before closing the door. Grabbing his utility knife from his deck, Jaune used it to cut the tape and opened the box. And what Jaune saw inside shocked but also confused him.

"A brand new duel disk."

Taking the duel disk out of the box, Jaune examined it. It was sleeker and slimmer than the one he had won a long time ago. Yet, it seemed even more durable, like whoever created it took into account the accidents that life could bring. The slots for the monster cards seemed wider and more open so that the cards could rest comfortably. The same can be said for the spell and trap card slots. But what caught Jaune's immediate attention was the lack of portable hologram generators.

"Maybe it's in a different box. Wait. Maybe there's a note in the box." Looking back inside the box, Jaune found a note in the center, and from the handwriting, he could tell it was from Terra.

'Hey, Bro-in-Law.

Yes. Your sister made me write that. Anyway. What are your first impressions of the new Duel Disk? You also might be wondering where are the hologram generators. Well, I got rid of them. I never liked them to begin with, as they were too bulky and easy to break. I only used them because there were no other options. But now we no longer need them. And to answer your question, the new hologram projectors are in the front of the Duel Disk and activate when you turn the Duel Disk on. That reminds me. I made a recent breakthrough of sorts. The holograms are now solid for everyone without their special partners. They can even interact and affect the environment around them. You can even feel it when a monster

attacks you directly or when a burn effect happens. Enjoy. Also, I look forward to seeing you and your friends during the holidays.

P.S. There is an experiment I want you to try for me. I arranged for three other duelists and you to meet in the park in Vale this Monday at four-thirty when the Vytal Festival begins. I want you four to do a tag duel and report back the results. This is just so I can see if the Duel Disks work in tag duels since I wasn't able to test that for obvious reasons.

Thanks,

Terra.

"I should send Terra a letter later and make a note about the duel. But first."

Standing up, Jaune slid the Duel Disk onto his arm. And already he could see the improvements. It felt more comfortable and lighter than his previous one. Jaune then grabbed his Noble Knight deck and began looking through his monsters before settling on Noble Knight Artorigus and placing the card on the center slot. He then flipped the switch with the hologram projectors activating.

"Come on out, Noble Knight Artorigus." Jaune said as the Knight appeared in his room. Walking up to the monster, Jaune tapped its arm and felt the familiar sensation of metal armor. "Wow."

"Did you require something, Sir Arc?" Noble Knight Artorigus asked, turning to face his deck master.

"No, Noble Knight Artorigus. I was just testing the new Duel Disk my sister-in-law sent me and decided to use your card for the test." Jaune answered. "But since you're here, how are the others?"

"The others are doing well, as am I. Granted, Merlin and the Lady of the Lake were arguing recently."

"And the Infernobles?"

"We're doing well, Sir Jonathan." Infernoble Knight Astolfo answered as he appeared next to Jaune.

"How many times do I have to tell you guys? Just call me Jaune. You don't need to call me Sir Jonathan or Sir Arc."

"Very well, Sir Jonathan."

"As you wish, Sir Arc."

"Well. At least everything is fine on your guys' end." Jaune sighed.

"How about you, Sir Jonathan?" Infernoble Knight Astolfo asked.

"Has anything interesting happened? Are you still upholding your chivalry?" Noble Knight Artorigus asked.

"Of course. But nothing really interesting has happened recently aside from introducing my friends to Yu-Gi-Oh." Jaune answered with a shrug. "Oh, and a teacher."

"That's good. Your chivalry must be upheld at all times."

"Indeed. But I am curious. What families did you give to your friends? We know the Aromages are with your teacher." Infernoble Knight Astolfo asked.

"How did you know that?" Jaune asked, curious.

"The scent of plants and other aromas used in aromatherapy." Noble Knight Artorigus answered.

"Yeah. I should have known that."

"But what about your friends?" Infernoble Knight Astolfo asked.

"They have Springans, Spyral, Superheavy Samurai, Artifacts, Thunder Dragons, Heroics, Ancient Warriors, Brotherhood of the Fire Fist, Heroes, Lunalights, and Ice Barriers."

"Hmm. I haven't heard from some of them in a while."

"But it would be nice to hear from them, especially the Brotherhood, Heroics, and Samurai." Noble Knight Artorigus said.

"Well, I'm not sure if they are going to keep those decks. Some seem like they might grab a different deck." Jaune said.

"But with whatever family they choose, hopefully, they respect them." Infernoble Knight Astolfo.

"I know they will." Jaune answered before feeling his scroll vibrate. Taking it out, he saw that his friends had messaged him, wondering where he was. Checking the time, he noticed that nearly half an hour had already passed. "Sorry, guys. But I have to go. My friends are waiting for me, and I still have to make some snacks."

"How long until you think he notices?" Infernoble Knight Astolfo asked Noble Knight Artorigus when Jaune rushed into the bathroom.

"The affection the young maidens have for him?" Noble Knight Artorigus asked.

"Yes. Them."

"Hopefully, soon. Otherwise, things might get messy."

"Can't forget the case." Jaune said as he rushed out of the bathroom and headed for his bed. Reaching underneath, he grabbed the case while his duel monsters returned to their respective decks. Standing back up, Jaune slid off the duel disk, put it in the box, and then hid it in his closet. Once he was sure the others wouldn't find it, Jaune grabbed his stuff before rushing out of the dorm. Yet, just like when

he arrived at his dorm, he crashed into something as he exited his dorm. "OW!"

"WATCH IT!" A voice growled.

"Sorry. I'm kinda in a rush." Jaune said as he stood up before helping the one he crashed into up.

"I figured. You practically slammed the door open like it insulted you." The student said as she dusted herself.

"Are you alright? I didn't hit you with the door, right?" Jaune asked, worried.

"I'm fine. I've been through worse."

"Wait. Sorry if this seems abrupt, but are you one of the transfer students?" Jaune asked as he felt he had met this student with emerald eyes and hair before.

"It's fine. And, yes. I'm one of the transfer students from Shade Academy. I'm Emerald. And you?" Emerald asked.

"I'm Jaune Arc."

"Aren't you the lucky guy that got paired up with the legendary Pyrrha Nikos?"

"That's an understatement. But yeah. I'm her partner."

'Alright. I found her. Now I just need to tail her and see what I can find out about her.' Emerald thought, happy that she didn't need to go searching for hours on end now. "I take it she's an excellent leader."

"Uh, yes. But she's not the leader of the team. For some reason, Ozpin put me as the leader."

"Really?"

"Yup. Honestly, I don't know what he was thinking." Jaune answered. "But speaking of teams. What about your team? Where are they?"

"The rest of my team is in town gathering some supplies for the Vytal Festival. And they are alright. Although, my partner could be better. He can be a bit of an ass at times."

"That sucks."

"Yeah. But what can you do? That's life." Emerald said with a shrug before noticing the case. "What's in the case, and why are you in a rush?"

"I promised my friends that I would make some snacks. But I kind of lost track of time while doing something else, and now they are getting impatient and worried. And the case contains some of my Yu-Gi-Oh cards and decks."

"Wait." Emerald said, feeling her world suddenly stop as she wasn't expecting to meet someone else who played her favorite game. "You play Yu-Gi-Oh?"

"Yeah. I've been playing since I was about seven."

"What deck do you play?"

"I play two decks. Noble Knights and Infernobles. What about you?"

"Oh. I use Vision Heros." Emerald answered.

"That's cool. One of my friends uses Heros as well."

"Which ones?" Emerald asked, chuckling. "There are like six sub-archetypes of Heros, including the Neo=Spacians."

"Currently, she has Masked and Elemental Heroes. But that might change in the future. She might add the Neo Spacians down the road."

"What about the Destiney Heroes and Evil Heroes?"

"I'm not too sure about the Destiney Heroes. And I doubt she would choose to use the Evil Heroes."

"What about Xtra Heroes?"

"Maybe. But I don't know too much about Xtra Heroes. Plus, she's still learning the game, and I don't want to overwhelm her with Link Summoning."

"Oh. She recently started?"

"About two months ago, I introduced my friends and teammates to Yu-Gi-Oh and started teaching them."

"Yeah. Two months isn't enough time to learn all the rulings of Yu-Gi-Oh."

"Tell me about it. Even back when I played at tournaments, there were a few times I got a penalty for breaking some obscure ruling I had no idea existed."

"Same. That's how I got disqualified from a tournament because of so many obscure rules."

"What about your teammates? Do they play Yu-Gi-Oh?" Jaune asked.

"One does, but she's often at work or doing something else and is too tired afterward to duel. But when we get a chance, we duel. My partner doesn't play Yu-Gi-Oh, although that could be because he doesn't know about it. As for my team's leader, I'm not sure."

"Well, if you want, and when we're both free, we can duel each other if you want."

"I would like that. It's always nice to play with someone that shares your hobby."

"It is." Jaune agreed. "Anyway. It was nice talking to you, Emerald, but I have to get going. I still need to make the snacks for my friends."

"Mind if I tag along? I got nothing else to do and would like to meet your friends. And possibly duel against you and them."

"Sure." Jaune answered.

Twenty Minutes Later

"Okay, guys. I'm back, and I got the snacks." Jaune said as he and Emerald entered the lounge.

"About time." Yang said as she helped Jane with the snacks and placed them on one of the tables.

"What took you, Jaune? Did something happen?" Pyrrha asked, worried while glancing at Emerald.

"And who's this?" Velvet asked, also glancing at Emerald.

"I'm Emerald." Emerald said, wondering why Pyrrha and the faunus were glaring at her with such intensity.

"Aren't you one of the transfer students from Shade?" Weiss asked.

"Yes. That's me."

"How are you liking Beacon so far?" Ruby asked.

"It's nice for the most part. There are some things I wish were different, but that could just be because I'm used to how things are in Shade."

"Speaking of Shade. Where's your team?" Blake asked.

"In town gathering supplies for the Vytal Festival."

"Are you guys competing?" Nora asked.

"You could say that."

"In that case. If you want, you can stay with us for a while." Coco said.

"Thanks." Emerald said as she sat on the couch while Jaune sat on the floor. But she became even more confused when Pyrrha and Velvet almost immediately sat beside him while glaring at each other. "Uh. Is-"

"We'll tell you later." Yang answered.

"Alright. So what episode are you guys on?"

"We just finished watching Duke Devlin and Rebecca lose against Valon. The next episode is about to start." Yatsuhashi answered.

"Awesome. That means this episode is where Alister and Kaiba face off in the airplane."

"SPOILERS!" Ruby and Nora shouted, causing everyone else to laugh.

"I take it you're familiar with the Yu-Gi-Oh series." Ren said.

"More than familiar. I grew up watching some of the later Yu-Gi-Oh series, and I play the game whenever I get the chance."

"What deck do you use?" Ruby asked excitedly before pulling out her deck. "I used Elemental Heroes and Masked Heroes."

"Neat. I use Vision Heroes. Another sub-archetype of the Hero archetype."

"How many sub-archetypes are there for Heroes?" Velvet asked.

"Six sub-archetypes." Jaune answered.

"Do you think any Vision Heroes could work with my Heroes, Jaune?" Ruby asked.

"Technically, yes." Jaune answered. "But they don't synchronize well with each other because their effects' are too different. The only Vison Hero that might work is Vision Hero Vyon, but I could be wrong about that."

"No, you're right. Vision Hero Vyon works well with Heroes since it sends a Hero monster to the graveyard and banishes one Hero monster to add a polymerization card from the deck to your hand. Vision Hero Gravito also works but not as well, and there are better cards with similar effects." Emerald said. "Speaking of decks. What do the rest of you use? I know Jaune here uses Noble Knights and Infernobles."

"I use Lunalights." Blake answered.

"Brotherhood of the Fire Fist." Yang said.

"Ice Barriers." Weiss said.

"Why Ice Barriers?" Emerald asked.

"I wanted an ice-themed deck that has summons. But Jaune told me that most decks that focus around that are too complex for beginners, or he didn't have the deck itself."

"Wait. You gave them your decks?" Emerald asked, surprised.

"Yeah. All except Ruby's Masked Heroes were once my decks." Jaune answered.

"That's nice." Emerald said, not expecting that. "What about the rest of you?"

"I use Superheavy Samurai." Yatsuhashi answered.

"I use Springans." Coco said. "And Fox uses Spyrals."

"I use Artifacts." Velvet said.

"Spyrals. I remember how powerful they were in their prime. Too bad power creep and the banlist destroyed the deck, and now it's a rouge deck."

"Rogue deck? What do you mean by that?" Blake asked.

"It's a non-meta deck with at least one top 8 of a major event/tournament in the format. Another way to think of it is a non-current meta deck that someone brings to a tournament." Jaune answered.

"Pretty much. And what about the rest of you?" Emerald asked.

"I use Heroics." Pyrrha answered.

"I use Ancient Warriors." Ren said.

"And I use Thunder Dragons." Nora said.

"Are those the decks you're going to keep, or are any of you planning on getting a different deck?" Emerald asked.

"I think I'll stick with my Springans." Coco answered. "And Fox is thinking the same for his deck."

"I'm not too sure. I might change my deck or get another deck as a side deck similar to how Jaune has two decks." Yatsuhashi answered.

"Do you know which deck that might be?" Jaune asked.

"There was this one deck I saw at the card shop called the Six Samurai."

"Oh. Another once broken archetype." Emerald said with her and Jaune chuckling.

"How was it broken?" Weiss asked, curious.

"The Six Samurai have a spell card called Gateway of the Six. If played right, you can keep adding Six Samurai monsters from your deck or graveyard to your hand. But what made it broken was that there was no soft or hard once-per-turn on the card. You can keep using the effect until you run out of cards." Jaune answered. "It was ridiculous."

"And that single card made the Six Samurai a viable deck in the metagame for a long time. But they dropped off since they have a lot of weakness, and in the current format, they will get obliterated in a single turn or two." Emerald added.

"But that brings me to another question. What kind of Six Samurai deck do you want to use since there are three of them? The first is Six Samurai. The second is Legendary Six Samurai. And the final is Secret Six Samurai. Or do you want to use a combination of them?"

"I think I will go for a combination. But I want to see them before I decide." Yatsuhashi answered.

"What about the rest of you?" Emerald asked. "Are you planning on keeping your decks?"

"I think I will keep my deck." Velvet said.

"Same." Pyrrha added.

"I believe I will keep my deck." Ren said.

"I think I will do what Jaune-Jaune does and have two decks. That way, my Thunder Dragons won't be lonely." Nora said. And as soon as she said that, Jaune and Emerald heard a confused growl coming from Nora's deck.

"I will keep my deck." Yang said.

"Same." Blake added.

"I will keep my Heroes. But I might get some more cards to add." Ruby said.

"What about you?" Emerald asked Weiss.

"I think I'm going to change decks down the road." Weiss answered.

"Do you have a deck in mind?"

"Yes. Nekroz. But I want to practice a bit more with my decks before I switch."

"If you want. We can duel against each other. I promise I'll go easy on you." Emerald offered.

"Okay. But can you give me a few moments? Jaune agreed to lend me some water support cards for my deck, and I don't want to rush him." Weiss said.

"Actually, Weiss. I have them ready for you." Jaune said, handing her the cards he picked for her.

"Thanks, Jaune." Weiss said as she looked through the cards before adding them to her deck.

"Ready?" Emerald asked as she brought her hologram template.

"Ready." Weiss answered as she brought out hers.

"Oh, before you begin. Emerald. Weiss's deck has the banned card Trishula, Dragon of the Ice Barrier." Jaune said.

"Wow. You're really out of date." Emerald said.

"Well, yeah. I haven't paid any attention to ban lists or the formats for a while."

"In that case, you'll be surprised to hear that Trishula is no longer banned."

"Wow. I guess it's no longer a threat."

"Well, it still is. But now there are more options to deal with it."

"Ah. That makes sense."

"So, how do you want to decide?" Emerald asked, turning back to Weiss while shuffling her deck.

"How about we roll a die?" Weiss suggested.

"Sure. High or low roll?"

"High roll."

"And that's a six." Emerald said as her template rolled a die that landed on a six.

"And I got a four." Weiss said with a huff.

"I'll let you go first." Emerald said as they drew their cards.

"Alright. I'll start by activating my field spell: A Legendary Ocean." Weiss said as her hologram template changed to look like the artwork on her spell card. "Next. I will activate Water Hazard, which, while I control no monsters, can special summon one water monster from my hand. I will special summon the Barrier Statue of the Torrent."

"Oh. That's not good." Emerald said.

"Why?" Ren asked.

"There is a Barrier Statue for each of the attributes. And while one is on the field, neither duelist can special summon monsters with different attributes." Jaune answered. "Which puts Emerald in a bind since Vision Heros are dark attribute monsters."

"Now I will activate Medallion of the Ice Barrier, which lets me add one Ice Barrier monster from my deck to hand. I will choose General Wayne of the Ice Barrier. And since my field spell makes it level four, I can summon it without needing a tribute." Weiss said as General Wayne appeared next to the Barrier Statue. It sharpened its knife before taking an offensive position. "His effect allows me to add one Ice Barrier spell/trap card to my hand. I'll choose Freezing Chains of the Ice Barrier. And I will set one card and end my turn."

"My turn. I draw. Alright. Since your Barrier Statue is a bigger threat, I'll take care of it first. I'll activate Forbidden Chalice, which raises its attack points by 400 but negates its effects." Emerald said, happy that she could now continue her plays. "But because of General Wayne's effect, my spell card gets banished instead. But it doesn't matter. Now I will activate Allure of Darkness. I draw two cards and banish one dark monster, which will be Vision HERO Multiply Guy. Now I will normal summon Vision Hero Faris. And its effect will let me place Vision Hero Posioner in my Spell and Trap Cards."

"Oh. So like Crystal Beasts." Coco said as Vision Hero Posioner appeared behind Vision Hero Faris. But while Faris looked like a monster, Poisoner seemed to be more hologram-like, despite already being a hologram.

"Kind of." Jaune answered. "Crystal Beasts treat themselves as Continuous Spell cards while Vision Heros treat themselves as Continuous Trap cards."

"Now I will activate my spell card: Vision Release. This lets me special summon one Vision Hero monster from my spell and trap card zone. And Poisoner's effect activates when it is special summoned. I get to halve the attack of one monster on the field. I will choose General Wayne. It now has 1150 attack points." Emerald said as Vision Hero Poisoner moved to stand next to Faris. But as it did, Posioner shot something at General Wayne, causing him to cough. "Now I will activate my Field Spell: Sogen. This gives my monsters a 200 attack and defense boost. I will now move to the battle phase. My Faris will attack your General Wayne."

"And I take 650 life points, which puts me at 7350." Weiss said as Faris attacked General Wayne with its claws. Once the hologram disappeared, Weiss moved the card to the graveyard.

"Next. I will attack your barrier statue with my Poisoner. Typically, with A Legendary Ocean on the field, it would have 1200 defense points. But my Forbidden Chalice brings its defense down to 800. So it will be destroyed."

"On attack, I activate my trap card: Forgotten Temple of the Deep." Weiss said, flipping over her trap card. "This lets me banish one level four or lower Fish, Sea Serpent, or Aqua-Type monster from my side of the field. So I will banish my Statue to protect it. And during the end phase, I get it back."

"Alright." Emerald said as Weiss removed the card from the field. Although, the template made it appear that the Statue disappeared under the water. "Since targets have changed, my Poisoner will attack you directly for 1100."

"Now I am at 6250."

"I end my turn."

"My turn. I draw." Weiss said as she drew her card. "I can't do much. So I will set one card and end my turn."

"Don't forget to place your Barrier Statue on the field, Weiss." Jaune reminded.

"Right. Thanks, Jaune." Weiss said as she placed the card next to the face-down monster. Yet, the hologram template had the Statue erupt from the 'water.'

"My turn. I draw. I activate Pot of Extravagance. By banishing six random cards face-down from my Extra Deck, I can draw two cards." Emerald said as she banished six cards. "Now I will activate my spell

card: Harpie's Feather Duster. This destroys all your spell and trap cards."

"Alright." Weiss said as she moved all her spell and trap cards to the graveyard.

"Now I will summon Vision Hero Gravito. And I will activate his effect, which lets me add one of my banished Vision Heros to my hand." Emerald said as she returned Vision Hero Poisioner to her hand. "I will now move to the battle phase. I will attack your Barrier Statue with my Vision Hero Faris."

"That's gone." Weiss grumbled as Faris destroyed her Barrier Statue.

"My poisoner will attack your face down."

"You attacked my Pilgrim of the Ice Barrier."

"What does that do, Weiss?" Ruby asked.

"It can't be destroyed in battle by monsters with more than 1900 attack points. But Poisoner has 1100 attack points, with my monster only having 1000 defense points." Weiss answered as she placed the monster in the grave.

"With that. I end my turn." Emerald said.

"I draw." Weiss said before becoming surprised. But the smile turned into a smirk. "I activate this spell card. Lightning Storm."

"YOU GAVE HER THE SPELL CARD: LIGHTNING STORM!" Emerald asked, shocked.

"Ice Barriers need all the help they can get." Jaune answered, smirking.

"And I apreciate it, Jaune. Now I can destroy your monsters, Emerald." Weiss said as a lightning bolt struck Emerald's monsters.

"Damn." Emerald muttered as she sent her monsters to the graveyard.

"Now I will activate my spell card: Freezing Chains of the Ice Barrier. This lets me special summon one level four or lower monster from my graveyard. I'll choose Pilgram of the Ice Barrier, and I'll summon it in attack position." Weiss said as the monster returned to the field. "Now the Battle Phase. I will attack you directly for 1500."

"Okay. And because I took battle damage, my Vision Heros return to my side of the field as continuous trap cards." Emerald said as the three Vision Heros appeared in her spell and trap card zone.

"I end my turn."

"My turn. I draw for turn. Hmm. Let's see. I can't do anything, so I'll end my turn."

"Alright. I draw. I'll activate my Medallion of the Ice Barrier to add Prior of the Ice Barrier to my hand. I'll normal summon it and use its effect, which lets me special summon one Ice Barrier monster from my graveyard. I'll choose General Wayne and summon it in attack position." Weiss said as the monster returned to the field and tossed its knife into the air before catching it. "And since it was special summoned, I can add one Ice Barrier spell/trap card from my deck to my hand. I'll add Mirror of the Ice Barrier."

"Man. These holograms are great." Yang said.

"Yeah. It honestly brings them to life."Nora said as the holograms looked at them in amusement.

"I will move to the battle phase. And since you have no monsters on the field, I will attack you directly with both of my monsters." Weiss said.

"So I take 3600 points of damage with my life points now being 2900." Emerald said.

"I end my turn."

"Okay. My turn. I draw. I will activate my spell card: Vision Fusion. This allows me to fusion summon one Hero monster from my extra deck by using up two monsters in my spell and trap card zone that are acting as continuous trap cards, but I have to banish them. I can also use monsters from my field and hand. I will send Vision Hero Multiply Guy from my hand to the graveyard and banish Vision Hero Faris, and Bision Hero Poisoner from my field to fusion summon Vision Hero Trinity." Emerald said as she sent the cards to the graveyard and banished zone. The Vision Heroes on the template, aside from Vision Hero Gravito, disappeared. And a second later, Vision Hero Trinity erupted from the 'ground' and struck a heroic pose.

"How many different animations are there, Jaune?" Yatsuhashi asked, curious.

"I have no idea. There are so many for each monster." Jaune answered.

"What does your monster do?" Weiss asked.

"Vision Hero Trinity had three effects. It cannot attack directly. It can attack up to three times during each battle phase." Emerald began.

"Hold on. Sorry for interrupting." Blake said.

"What is it?"

"I noticed that a few cards keep saying that it can attack twice or more times during each battle phase. But why does it say that? Isn't there only one battle phase per player's turn?"

"Oh, right. That's because of two cards released during Yu-Gi-Oh's early days. And that's the trap card, An Unfortunate Report, and the monster card, Weather Report. They each have the effect of giving someone a second battle phase during their turn. And because of

them, any time a new card comes out that says it can attack multiple times, it must now state that it can do that during each battle phase." Jaune answered.

"Wow. They must have been good for the Yu-Gi-Oh creators to do that." Yang said.

"Not really. There is a very niche use for An Unfortunate Report, but it's not that good and is very inconsistent. The same for Weather Report, but it doesn't have a niche use." Emerald said.

"What's the last effect of Vision Hero Trinity?" Weiss asked.

"On the turn I fusion summoned it, its original attack is doubled. So now it is at 5000."

"That's a problem." Weiss said, realizing the attack would send her life points to 0.

"I will attack your General Wayne with my Vision Hero."

"Okay. My general is gone, and my life points are now at 3350." Weiss said as the Vision Hero Trinity punched and destroyed her General Wayne.

"And now Trinity will attack your Pilgrim of the Ice Barrier."

"That's 3500 points of damage, and I'm now at zero." Weiss said as her life points dropped to 0.

"Well. That was a good game." Emerald said as the hologram templates deactivated.

"And pretty close. Snow queen had you on the ropes." Yang said.

"She did. And she might have won had I not drawn Forbidden Chalice." Emerald said as she gathered her cards. "But after that, I pretty much won."

"That's kind of a big claim." Coco said.

"If I didn't have Rivalry of Warlords, then yeah, it would be a big claim."

"What does that card do?" Ren asked.

"It restricts each player and allows them only to control one type of monster. My Vision Heroes are all Warrior-type. But Ice Barriers are a mix of monster types, with most of them being Spellcaster or Warrior-type."

"Yeah. That would have hurt my deck." Weiss said.

"What were your other cards?" Pyrrha asked.

"It was just one other card, and that was Dark Honest. Its effect lets the attack of one of my opponent's monsters to 0. And combined with my Vision Hero Trinity, that would have been 5000 points of damage."

"Wow. Now that's a lot of damage." Velvet said.

"Yeah. Anyway. Anyone else wants to duel me?" Emerald asked.

"Yeah. I want to-" Yang began, standing up, but the school's intercom cut her off.

'Attention all students and faculty members. Please report to the auditorium for an important announcement. And Professor Peach. Please see me in my office afterward.' Glynda said before turning off the intercom.

"Well. That sucks. But once this meeting is done, we can come back and have our duel." Yang said.

"I look forward to it." Emerald said, happy that she got to duel against someone new.

Meanwhile

Mistral, Argus

Ding-Dong

"Are you expecting anyone, Terra?" Saphron asked as she fed their child, Adrian.

"Yes, with some higher-ups from the CCT company. But that's not until next week." Terra answered.

"I wonder who's at the door then."

"I'll go check it out."

"Don't forget about your Mathmechs friends." Saphron said with a chuckle, pointing towards Terra's Yu-Gi-Oh deck.

"Right." Terra said as she grabbed her deck before heading to the door and opening it. But she was surprised when she saw it was the creators of Yu-Gi-Oh at her door along with some people she had never seen before. However, the person that caught her immediate attention was the Atlas specialist, Winter Schnee. "Uh, yes? Can I help everyone?"

"Yes. Are you Terra Cotta Arc? The one that created the Duel Disks and hologram templates for the card game, Yu-Gi-Oh?" Winter asked.

"Yes. I am. Sorry, but what is this about?" Terra asked, worried.

"We have a proposition for you." One of the people she didn't recognize answered. "One that involves you and the creators of Yu-Gi-Oh. And it pertains to your duel disks."

"Might we come in?" Winter asked.

"Uh. Sure." Terra answered, opening the door for them to enter. "The living room is to the left. Make yourselves comfy on the couch but give me a moment."

"Alright. But please, take your time." Winter said as she and the others headed to the living room while Terra closed the door.

"What's happening?" Saphron asked, curious but also worried.

"I have no idea. The Yu-Gi-Oh creators are here, along with the Atlas specialist Winter Schnee. And there are some people I haven't seen before. Apparently, they want to talk about the Duel Disks and hologram templates."

"Maybe they want to discuss with you about finally putting your inventions into production."

"Hopefully."

"Want us to be with you?" Saphron asked, holding Terra's hand.

"I would appreciate it." Terra said, smiling. Nodding, Saphron and Terra went into the living room where their guests were waiting.

Notes:

Decided to stop beating around the bush and add the Duel Spirits

Spartastic 4: No, that wasn't Yugi's grandfather. The owner just liked the name and adopted it as an alias when working.

IrishKatana: Maybe, Marrow with a Tri-Brigade deck, not too sure. But the Fur Hire seem to be inspired by mercenaries with their name being on For Hire. I might give them to one member of Team Brir because they act as mercenaries.

Pokepikachu1: Glad you're enjoying the story

Masters123lfm: I thought about having Velvet use the Performapals but ultimately decided against it and settled for Artifacts since they reminded me of her semblance. I initially thought about having Penny use Cyberse but then I remembered another character they would fit far better, at least generic Cyberse. And I'm not too sure who would have the Sacred Beasts. Do you have any ideas?

Here are some more deck ideas for characters

Tyrian: Predaplant/Virus. Honestly, he reminds me of Yuri from Arc-V

Watts: Generic Cyberse. This represents his hacking skills, and technological affinity

Cinder: Invoked

Oscar: Kozmo

Sun: Zoodiac. This is a loose one since there is no Journey to the West type of deck

Ciel: Mecha Phantom Beast. Another loose one. Her name translates to Sky and Sun and she is a very time-oriented/conscious person. It just reminded me of the Mecha Phantoms.

Not sure if I might put Summer Rose in this story but if I do, I might give her Black Rose Dragon.

Raven: Her red eyes remind me of Red Eyes Black Dragon so I might give her that deck

Chapter 5

Remnant: Time to Duel

Chapter 5

"Alright. Now if you sign at the bottom, we can wrap up this meeting." The man, whose name was Roland, said as he passed the paper toward Terra along with a pen.

"Hold on a minute." Saphron said, taking the paper. Not for the first time in her life, Saphron was thankful that her father and older sister were lawyers and business owners and that they taught her and everyone else how to read contracts and find loopholes and traps. "I need to look through this first. I know how companies and their contracts are, and I will not let my wife get screwed over by them again."

"That's smart and admirable. I know how some companies can be. If you have any questions, ask me, not them." Winter said, recalling all the dirty tactics her *father* used to undermine and take advantage of other companies.

"Oh, I will." Saphron said with a glare. It was relatively common knowledge the reason why Winter joined the Atlas military. But if there was nothing that Saphron knew for a fact was that you never truly get away from your family's influence. And she knew she was a good example as she was often still chaotic at times despite leaving her family to gain some semblance of normality. So there was a high chance that some teachings of Winter's father still remained in her. Luckily, it seemed like Saphron wouldn't need to ask Winter anything, as there were no loopholes in the contract. "Well. It seems like everything is fine."

"We told you." One of the other employees said, only to shrink under Winter's glare.

"So you can go ahead and sign it, dear." Saphron said, handing the paper to Terra.

"Okay. And there. Here you go." Terra said as she handed the paper to Roland.

"Thank you." Roland said as he placed the paper Terra signed and the paper the Yu-Gi-Oh creators signed into a suitcase. "A member of our company, Black Crown, will be in contact with both of you shortly."

"Thanks again for the offer." Terra said as she escorted the others to the front door and opened it.

"Have a good day, everyone." Saphron said.

"Have a good day." Roland said as he, his co-workers, and the Yu-Gi-Oh creators exited the house. However, before Winter could do the same, Saphron pulled her to the side.

"Yes?" Winter asked, curious as to why the Arcs stopped her.

"We just have a question." Terra said.

"What is it?"

"While we don't mind you here, but why were you with these corporate bigwigs? I thought from the rumors we heard that you don't like being anywhere near those kinds of people." Saphron asked.

"Yes, from what you have heard, you are correct. I typically do my best to avoid corporate bigwigs unless ordered to by General Ironwoods. However, I am not here because of Ironwood, but rather my sister." Winter said, confusing the others.

"Your sister?"

"Yes, my sister Weiss. She recently got introduced to the game of Yu-Gi-Oh by one of her classmates/friends. And Weiss has become somewhat addicted to the game as, from what she has told me, she has been collecting cards and even signed up for a tournament. But I digress. She recently contacted me and informed me that she learned from her classmate that his sister-in-law was the one the created the Duel Disks. Yet, due to some rather unfortunate luck, you were unable to find a company willing to mass produce them."

"That's one way to say how it went." Terra muttered before motioning for Winter to continue.

"Weiss texted me and said she wanted to repay Jaune in some way for not only introducing her to Yu-Gi-Oh but also helping her bridge the gap between herself and her teammates. She knew of some companies that were on the lookout for mass-producing items that kids would love. And the Dark Clown was one of them and is the most reputable. Weiss then asked me to contact them and arrange the meeting. I wouldn't have typically done this since I'm generally pressed for time. But I agreed to do it when I remembered how her friend helped her break out of her shell. I also came along to ensure they wouldn't try and use any of their usual dirty, underhanded tactics."

"Oh, well. Thanks." Terra said, not expecting that answer nor for Jaune to be the one that's indirectly responsible for her creation being mass-produced.

"Well, I must be off now. I still have work to do. Goodnight." Winter said before leaving with Saphron closing the door. However, as soon as the door closed, both Saprhon and Terra nearly jumped in cheer.

"YES!" They cheered as they hugged each.

"YAY!" Adrian cheered, giggling despite not knowing why Saprhon and Terra were happy.

"This is big, Terra." Saphron said.

"It sure is, Saph. I'm finally getting my invention mass-produced." Terra said.

"And with all the money that will come from this, you can finally quit your work as the CCT Technician."

"But I will still have to find another job as some extra lien never hurts. But this time, it will be one where I can work from home or close to home."

"Of course. An extra source of income never hurts, and we might need it since Adrian is soon heading to school. But we can worry about that later. Right now, we need to celebrate."

"Of course." Terra said, pulling Saphron in a hug while looking forward to now being able to spend more time with her family. "Although, we still need to find a way to repay your brother since he is the one who basically made this happen."

"Right. We have to thank him for this. Plus, I still have to find a gift for my dweeb of a brother since his birthday is coming up."

"Maybe you get him some X-Ray and Vav comics and not tease him the next time he comes to visit."

"Oh, please. You know it's a cardinal sin if the older sister doesn't tease their younger brother, especially if they're crushing on someone or have someone crushing on them."

"Times like this make me happy I grew up as an only child."

"Come on. We can think about how we're going to pay Jaune back later. Right now, we need to celebrate this moment." Saphron said, pulling Terra back to the living room.

Beacon Academy

Monday, Start of the Vytal Festival

Team JNPR's Dorm

"Okay. That should do it." Jaune said as he put his newly constructed Infernoble/Noble Knights together. "Hopefully, it works out."

"It has been a while since we battled together, Infernoble Knight Astolfo." Noble Knight Artorigus said.

"It sure has been, Noble Knight Artorigus." Infernoble Knight Astolfo said as they watched their deck master fumble around his room.

"Alright. Now for the Duel Disk." Jaune said as he headed toward his closet, where he hid the Duel Disk Terra sent him. Thankfully, his friends and teammates didn't find it. Although, there was a close call with Nora and Ruby as they wanted to grab his old duel disk so they could see their monsters as life-size holograms. Luckily, Ren and Yang were there to stop them in time before they found the new duel disk.

"I prefer this new duel disk over the old one. It's much more spacious than the previous one." Infernoble Knight Astolfo said.

"And more comfortable." Noble Knight Artorigus agreed before turning to Jaune. "Does it feel any different, Sir Arc?"

"Yeah. It's comfier and doesn't chafe the skin when I'm not wearing a sweater or long-sleeved shirt. It's also far lighter than the other one." Jaune answered.

"How much do they weigh?" Infernoble Knight Astolfo asked.

"The previous weighed about twenty-five pounds. This one, surprisingly, only weighs about eight pounds."

"Your sister-in-law certainly has made some breakthrough." Noble Knight Artorigus said.

"Even with the Mathmechs helping her, it's still impressive." Infernoble Knight Astolfo added. "That reminds me. Do you know

who we are facing, Sir Jonathan?"

"No. All I know from the letters Terra sent with the Duel Disk is that we're supposed to be in a Tag Duel in a few hours with others that previously won Tournaments at one point. But none of them were from the current or previous few formats." Jaune answered, wondering who he would be his partner and who he would be facing. He just hoped they were somewhat friendly as he didn't want a repeat of the event at the tournament that caused him to stop going.

Knock Knock

"Quick. Hide." Jaune quietly said to his Duel Spirits. They nodded before returning to the deck while Jaune hid his Duel Disk in his bag. Once he closed it, he turned to the door. "Yes? Who is it?"

"It's Ren." The muffled voice of Ren answered.

"Coming." Jaune said as he moved to open the door. "Hey, Ren."

"Hey, Jaune. Is everything alright? I heard some voices." Ren asked.

"Yeah, everything is fine. I was just talking with some friends."

"Okay. Are you ready to go? The others are waiting for us at the bullhead."

"I'm ready. Just give me a moment to grab the things on my bed." Jaune answered before heading to grab his bag. Luckily, he had the foresight to put on his armor and holster his weapon and shield. "Okay. Let's get going."

Nodding, Ren waited while Jaune locked the dorm's door. Once Jaune finished, they made their way down the halls toward the exit. But while Jaune was focused on figuring out who he would meet at the park, Ren's mind was like a hurricane of different thoughts and worries. For starters, he was starting to get concerned about Pyrrha, Velvet, and Jaune's obliviousness to their affection and hints. They

were starting to get impatient, and who knows what would happen if it reached a boiling point. *'I just hope Jaune is prepared.'* Ren thought, worried for the one he now saw as a brother.

But Ren then moved to hold the deck box he uses to carry his deck. While he always considered himself to be the more sane of the group, he feared that might change soon. At first, Ren began hearing voices despite being the only one in the room or the only one awake. But after a few days, he noticed the voices seemed to be coming from his deck. Yet that wasn't the strangest part. The next night, Ren could have sworn there were mysterious people in the dorm. But what set him on edge was how they closely resembled the monsters in his Ancient Warrior deck. Initially, Ren dismissed that event due to the hit to the head he took while sparring with Yang. However, that changed when he overheard Nora, Blake, and Ruby talking about weird voices coming from their decks.

"Are you okay, Ren? You seem tense. Is something wrong?" Jaune asked, snapping Ren from his thoughts.

"Yes. I was just thinking about my deck." Ren lied.

"Really?"

"Yes."

"Are you thinking about adding some cards to your deck or getting a new deck to replace it? Or do you want to get another deck like I have?"

"I want to get some new cards to support my Ancient Warriors. But I also want to get another game mat that has the design of the Ancient Warriors."

"I think I saw some Ancient Warrior game mats online last week. And I think they are still at a discount, but I'll check later. But if you want, after we return later today, we can go through some of my cards to see if they could work well with your Ancient Warriors."

"I would appreciate that, Jaune." Ren said, smiling as they arrived at the bullheads.

"Anytime, Ren." Jaune said, nodding as their friends approached them.

"Is everything alright? What took you guys?" Yang asked.

"I had to ask Professor Port some questions." Ren answered.

"And I needed to get some things for something I need to do in Vale." Jaune lied.

"Like what, Jaune?" Pyrrha asked.

"I need to drop off some letters and packages for my family and sister, Saphron. I also grabbed a list I made for something I need for an extra credit project."

"Can we come with you? We can get it done quicker if we're together. And with the spare time we have, we can do something else." Velvet asked, moving closer to Jaune while glaring at Pyrrha, who returned it with an equally fierce glare.

"Sorry, bun-bun. But we have a few things we need to do ourselves as a team." Coco said.

"Oh, right." Velvet said with her ears drooping a bit.

"And aren't you supposed to go meet with your agent, cereal girl?" Yang asked.

"Oh, I forgot about that." Pyrrha answered, not for the first time cursing all the downsides that came from being a celebrity.

"But if you two want, after we compete in the tournament, we can do something together." Jaune suggested, not liking seeing his friends upset.

"We would like that." Pyrrha and Velvet said, happy but also glaring at each other.

"But first, we need to head into town. And we better get on board now; the pilots are getting impatient." Weiss said, pointing to the pilots who were looking at their watches.

"Right." Everyone said before getting on the bullhead and taking their seats.

One Hour Later

Vale

"Alright. Where should we meet, and at what time?" Nora asked.

"Perhaps in about three hours, we can meet in front of the A Simple Wok street shop." Blake suggested.

"That works. See you guys later. Come, bun-bun. Since we got some time, I can have you try on some clothes for you know what." Coco said with a wink before dragging a blushing Velvet to the nearest clothes shop.

"I'll call you guys once I finish meeting with my agent." Pyrrha sighed before leaving.

"Come, Renny. You promised me that we would visit our favorite shop." Nora said, excited. Nodding, Ren smiled and grabbed Nora's hand before leaving.

"Alright. I'll see you guys later." Jaune said, waving at Team Rwby before heading toward the park.

"See you later, Vomnit Boy." Yang shouted, causing Jaune to roll his eyes as he turned a corner.

"Must she always call you that?" Noble Knight Iyvanne asked, curious, as he petted his pet lion.

"Yang doesn't always call me that. Ruby sometimes does as well. But it's all in good times." Jaune answered as they walked side by side.

"How did it come about?" Infernoble Knight Ogier asked, curious.

"When we were first heading to Beacon, I threw up on her shoes because my motion sickness was acting up."

"It still surprised me that you have motion sickness." Noble Knight Iyvanne said.

"It's more common than you think." Jaune whined, tired of people asking him that.

"Either way, where are we supposed to fight?" Infernoble Knight Ogier asked.

"In the nearby park. But I still have no idea who I am meeting."

"Well, we wish you luck, Sir Arc." Noble Knight Iyvanne said as the duel spirits disappeared.

" *I WONDER when they will stop calling me that and only call me Jaune* ." Jaune thought, slightly annoyed.

But the annoyed feeling quickly left with a sense of delight replacing it. While Jaune feigned ignorance earlier, he actually knew what was going through Ren's mind. After all, he went through the same experience with his Noble Knights and Infernoble Knights. It was the steps the Duel Spirits took when they thought it was time to reveal themselves to their deck master.

"Man, I remember when the Infernobles and Noble Knights did the same to me years ago. I actually thought I lost my mind." Jaune said, chuckling as the memories returned. However, a horrifying thought came to mind a second later.

And it was about what would happen when the Thunder Dragons revealed themselves to Nora. After all, they were massive dragons.

"I just hope they do so outside." Jaune said, worried, as he finally reached the park. Looking around, Jaune noticed that he was the only one there. Figuring that he was early, Jaune decided to put on his new Duel Disk and sit at one of the nearby chairs until whoever he was supposed to duel against arrived. "Hopefully, they get here soon."

One Hour Later

'I really should have brought one of my comics or a drink or something.' Jaune thought, feeling bored and impatient as he continued examining his Duel Disk. However, he snapped his head up when he heard someone walking toward him. The person wore a dark vest over an untucked white dress shirt with a loose tie around the collar, a pair of dark dress pants, silver dress shoes, and a dark glove. But what caught Jaune's eyes was the trumpet and Duel Disk the person was carrying. "Yes? Can I help you?"

"Yeah. Are you here for the Yu-Gi-Oh tag duel to test out these new Duel Disks?" The guy asked.

"Yeah. I am. I'm Jaune Arc."

"Flynt. Flynt Coal. Nice to meet you, Jaune." Flynt said as they shook hands.

"Likewise."

"So, have you seen the others we're supposed to team up or face off against?"

"No. I've been here for about an hour and haven't seen anyone besides you."

"When do you think the others will arrive?"

"Well, we were supposed to meet here by four-thirty, and it's about to be five. Maybe they are running late? Let's give them another hour. Perhaps something came up, or they are coming from another Kingdom."

"That might be the case since I'm from Atlas." Flynt said as he sat down next to Jaune. "So, what should we do in the meantime?"

"Well, since we might be partners in this tag duel, how about we go over our decks? But not the strategies or anything."

"Sure." Jaune answered, figuring there was no harm in that. "I run Noble Knights and Infernoble. But for this tag duel, I'm using a hybrid of the two."

"Nice. I use a Djinn deck."

"Djinn? Which ones? The ritual support, that one weird dragon XYZ support card, or the ones with the cute fiends playing music?"

"The last one." Flynt said before feeling something familiar tap his shoulder. "Speaking of which. Mind if I ask you a question?"

"Sure. Go ahead." Jaune answered.

"Do you ever think that some Duel Monsters are alive? I mean, they look so real, and sometimes when I duel, they seem to come to life."

"Oh, I get it. You're talking about the Duel Spirits." Jaune said, now realizing what Flynt was getting at.

"Wait. You know about the Duel Spirits?" Flynt asked, surprised but hopeful.

"Yup. I've met the Duel Spirits of both of my decks. And I mean all of them." Jaune answered as Artorigus, King of the Noble Knights and Infernoble Knight Emperor Charles, appeared behind him.

"Now, that's cool. But meet my friends. You guys can come out now." Flynt said as the XYZ Djinn monsters appeared on his shoulders while Maestroke the Symphony Djinn appeared behind him.

"This is an odd sight for anyone not in the know." Jaune said, chuckling.

"Oh, definitely." Flynt agreed as the Duel Spirits returned to their respective decks. "Anyway. Are you competing in the Vytal Festival?"

"Yeah. Me and my team. We're supposed to face off against Team BRNZ later. What about you?"

"My partner Neon and I are going against someone called Yang and another called Weiss."

"Oh, so you're going against some of my friends."

"Seems like it. Speaking of which, have you introduced them to the game?"

"Yes, about three months ago. And they have really gotten into the game." Jaune said, chuckling at how passionate his friends were about the game now. "What about your partner?"

"I'll tell you later. It looks like we have company." Flynt said, pointing in front of them. Looking toward where he was pointing, Jaune saw a girl about their age with platinum blonde hair and olive green eyes that wore a yellow robe with only one wide, loose-fitting sleeve over a black tube top and black pants. And on her arm was a Duel Disk like theirs.

"And another behind us." Jaune said, pointing the other way. Turning around, they saw a girl with short black bob-style hair with a straight fringe and pale green eyes, highlighted by heavy red makeup heading toward them. She wore a red strapless dress with black and dark red lace layered tulle that hung down more than the dress. She also had a large long, wing-like red feather, two short white feathers

above her left ear, and a short black fur shrug held by four beaded chains with a white gemstone in the center.

"I guess we're all here." Flynt said as they stood up.

"Do you know either of them?"

"The one with blond hair, no. But the other one, I think I read an article about someone that looked similar the belonged to a gang, but I'm not sure." Flynt answered as the two girls reached them. "Hello."

"Hi." Jaune said, unsure of what to say.

"Hello." The girl with blond hair said, smiling as she looked between the three of them.

"Hi." The girl wearing a red dress said, sounding bored as she looked over the others. Her gaze did linger on Jaune for a bit longer, but he didn't notice.

"I take you three are here for the tag duel with our new Duel Disks, right?" The girl with blond hair asked.

"Yes." The others answered.

"Sorry, I'm late. I had to get away from my team, and the bullhead that was bringing my team here was late." The girl with blond hair said.

"And I had to escape my sister and create a reasonable excuse so my uncle would let me off my shift early." The girl wearing a red dress said.

"Hopefully, we didn't keep you two waiting too long." The girl with blond hair said.

"Not really." Jaune said.

"Yeah. I only got here about ten minutes ago." Flynt added.

"That's good. I'm Arslan Altan, by the way." Arslan said, holding her hand to shake.

"Jaune Arc." Jaune said as he shook Arslan's hand.

"Flynt Coal." Flynt said as he shook her hand.

"Miltia Malachite." The girl wearing a red dress said while keeping her arms crossed while continuing to look at Jaune, making him feel uneasy.

"So, what now?" Jaune asked, taking a step back.

"Well, we're supposed to do a tag duel to test out our new Duel Disks. We might as well start." Flynt answered.

"But first, how about we tell each other our decks?" Arslan suggested before adding. "And I just mean the names of our decks, not our strategies."

"I run a Symphony of Djinn deck." Flynt answered.

"I run two decks, and the one I have on me is a hybrid of the two, which is a Noble Knight/Infernoble Knight deck." Jaune answered.

"I use a Bounzer Deck." Miltia Malachite said.

"Wow. I haven't heard about that deck in a while." Flynt said.

"What about you, Arslan?" Jaune asked.

"I run a Gladiator Beast deck." Arslan answered.

"Now that we have that out of the way. How should we go about setting up this tag duel?" Miltia asked.

"First, how should we go about the life points? Share 16,000 life points or each duelist has their own separate life points, and if one goes down, the other continues?" Flynt asked.

"Let's do the traditional way. Share life points." Arslan answered with Miltia and Jaune nodding.

"But how should we do the duel? Boys against girls or find out some other way?" Jaune asked.

"How about we determine by rolling a die? But if that fails, we go with what you said." Miltia answered.

"That works." Flynt said.

"Okay. So even is one team and odds is the other." Arslan said as Jaune grabbed a die from his bag.

"Here goes." Jaune said as he rolled the die, followed by the others. Jaune got a four, and Flynt got a six. Arlsan rolled a three while Miltia got a five.

"Alright. We have the teams. Now, who goes first?" Flynt asked as they moved to an open spot in the park.

"Flip a coin." Miltia answered.

"Alright. Heads or Tails?" Jaune asked.

"Tails."

"Alright. And its head. We'll let you go first." Flynt said.

"Now between teammates." Arslan said as she turned to Miltia. They then played with Miltia winning while Flynt won against Jaune.

"Okay. So the order is Miltia, me, Arslan, and finally, Jaune." Flynt said as everyone got into position.

"Fine by us." Arslan and Miltia said as everyone slid their decks into their Duel Disks before activating the Duel Disks themselves. But unlike the previous versions, which sent out a Hologram Generator, the front of the Duel Disks began to glow, indicating the hologram projectors were ready.

"This is so much better." Jaune said, relieved that everything was so much lighter and he didn't have to worry about the portable hologram projectors getting damaged.

"LET'S DUEL!" Everyone said as their life points appeared behind them.

Meanwhile

A block away

"So when should we go to the colosseum to watch the fights?" A young kid asked his older sister.

"In about an hour, so we'll be in our seats by the time the first fight starts. Right now, they are making the announcements, followed by the preliminaries." The older sister answered.

"What should we do in the meantime?"

"Maybe we can look at some of the stores? I heard Vale has some of the best stores for cosplay."

"Really?" The younger brother asked, not looking forward to it. "Can we at least go get something to eat afterward?"

"Sure. What would you like? I think I saw a burger place and a-"

"Hey." The younger brother interjected. Annoyed, the older sister looked toward her brother but became confused when she noticed he was pointing ahead of them. Turning to where he was pointing, she saw four people standing in the middle of the park with giant

hologram numbers behind them. And on their arms were weird machines. "What are they doing?"

"I'm not sure. But it won't hurt to take a closer look. And I doubt they would mind some spectators. Come. Let's see what they are up to." Nodding, the older sister ran after her younger brother when he suddenly dashed to the park.

Park

With the Duelists

"My turn." Miltia said as she drew her five cards. "First, I'll summon Maurading Captain."

"Wow. Now that's awesome." Jaune said as Maurading Captain appeared on the field. And not only did he look more realistic and solid, but when he landed on the ground, he made an indent on the floor.

"And his effect allows me to summon a level four warrior monster from my hand. It's your shift now, Blade Bounzer." Maurading Captain raised his arm and made a gesture with Blade Bounzer appearing next to him. Blade Bounzer then let out a roar while brandishing the blades on his arms. "I'll set three cards and end my turn."

"My turn. I draw. First, I'll activate my spell card: Double Summon. Now I'll summon the Tour Guide from the Underworld." Flynt said as he played his cards. But once he summoned Tour Guide, a bus flew onto the field with the Tour Guide exiting the vehicle.

"Hi, everyone." Tour Guide of the Underworld said in a cheery voice.

"And her effect lets me special summon one level three monster from my hand or deck. I'll choose my deck."

"Thank you for sitting in your correct seat this time. Everyone, welcome my good friend, Sangan." As the Tour Guide announced this, a smiling three-eyed furball with arms and legs got off the bus and stood next to the Tour Guide.

"Now, I will summon Goblindbergh, and with its effect, I can special summon one level four or lower monster from my hand. This time it will be Star Drawer." Flynt said. And no sooner than he did, everyone heard the sounds of a plane. Looking up, everyone saw Goblindbergh flying to the field and landing next to Sangan. And once it was on the ground, Star Drawer hopped out and drew a star in the air.

"Wow. The lady that made these duel disks really went out. I almost can't tell if they are real or not." Miltia said, impressed.

"Now. I will build the overlay network. By using my Tour Guide and Sangan, I XYZ summon."

"Come on, little buddy." Tour Guide from the Underworld said. Nodding, Sangan and Tour Guide turned into brightly colored spheres that circled each other before colliding together that nearly blinded everyone.

With the Siblings

"Wow, that was bright." The older sister said.

"Yeah. But what is this game?" The younger brother asked.

"I have no idea. But it does seem interesting."

"What do you think that guy is bringing out?"

"No clue. But it looks like we're about to find out." The older sister said as the light died down.

With the Duelists

"Play us a little tune. Welcome, Melomelody the Brass Djinn." Flynt said as Melomelody appeared on the field. It then began to play a quick song on its trumpet. "But I'm not done yet, as every band needs a conductor. Now with Star Drawer and Goblindbergh, I XYZ summon again and bring out Maestroke the Symphony Djinn."

Goblindbergh and Star Drawer nodded before turning into stars and colliding together. And once the light died down, a tall figure wearing clothes similar to a conductor of an orchestra appeared. In its hand was a sword. The figure did a flourish with his sword before landing next to Melomelody.

"And thanks to Star Drawer's effect, Maestroke gains an additional effect. When it is XYZ summoned, I get to draw a card." Flynt said as he drew a card. "I will set two cards and end my turn."

"My turn. I draw." Arslan said as she drew her card. "First, I'll activate my Field Spell Card: Colosseum - Cage of the Gladiator Beasts."

Half a Mile Away

"Uh, hey, Neptune." Sun said, getting his best friend's attention.

"Yeah, Sun?" Neptune asked.

"Correct me if wrong, but was there always a Colosseum in Vale, one that looks like it's about to fall apart?"

"Uh, no. Where did that question come from anyway?" Neptune asked, confused.

"Cause I see the top of what appears to be a Colosseum about a half mile away from us. And I think it's in the nearby park."

"Oh, yeah. How about we head the other way? Or get some desserts with bananas?" Neptune suggested, recognizing the design as the Field Spell card for Gladiator Beasts.

"Come on, Neptune. Don't you want to see what's happening?"

"Not really. Plus, our match is going to start soon."

"If by soon, you mean three hours. Come on. What's the harm in checking it out? I promise it will be quick." And without giving him a chance to respond, Sun ran off in the direction of the Colosseum. Groaning, Neptune ran after his best friend. But what neither of them had noticed was that they weren't the only ones that saw the Colosseum. Other students, soldiers, and civilians saw it as well and wanted to see what was happening.

With the Duelists

"Next, I will set one card. Then I will activate my continuous spell card: Gladiator Rejection. If a Gladiator Beast monster is special summoned from my deck, I can special summon another one as long as it's a different type. Now I will summon Gladiator Beast Hoplomus."

The ground began to shake as a rhino with armor appeared on the field. It let out a huff with smoke coming from its nostrils while slamming its arms into the ground. Metal plates came off its body and started circling the monster as if protecting it.

"And since I have a Gladiator Beast monster on the field, I can special summon Test Tiger from my hand. Now I will activate Test Tiger's second effect. By tributing it and another Gladiator Beast monster I control, I can special summon one Gladiator Beast monster from my deck and treat it as if it were special summoned by a Gladiator Beast monster. I'll choose Gladiator Beast Augustus, and its effect allows me to special summon from my hand one Gladiator Beast monster. I'll choose Gladiator Beast Vespasius."

Test Tiger and Gladiator Beast Hoplomus let out a roar before disappearing. Then everyone heard a loud screech as Gladiator Beast Augustus landed where Test Tiger was. And on its back was Gladiator Beast Vespasius, which slid down to the ground. They both then let out a fierce roar while pointing their weapons at Flynt's monsters.

"And Gladiator Rejcetion's effect activates, allowing me to special summon one Gladiator Beast from my deck to the field. I'll special summon Gladiator Beast Laquari. Now I will send Gladiator Beast Augustus and Gladiator Beast Vespasius back to my deck to fusion summon Gladiator Beast Tamer Editor. And its effect allows me to special summon one Gladiator Beast Fusion monster from my extra deck, ignoring its summoning condition. I'll choose my boss monster and the leader of the Gladiator Beasts, Gladiator Beast Heraklinos."

Arslan's monsters let out a roar as a blurry circle encompassed both of them. Their forms began to blur as a new monster began to take shape. A staff appeared, followed by the rest of Gladiator Beast Tame Editor as the blurriness vanished. Tame Editor let out a roar while pointing its staff at one of the Colosseum's doors. They soon opened to reveal Gladiator Beast Heraklinos. Heraklinos bashed its weapon against its shield before leaping onto the field next to Tame Editor.

"And since I special summoned from my deck twice, my monsters gain two hundred attack and defense points. With that, I end my turn."

"My turn. I draw. Let's see." Jaune said, looking at the cards in his hand.

"Hold on. I'm activating my continuous trap card: Gladiator Naumachia." Arslan said, pressing a button on her Duel Disk to activate her Trap card.

"Yeah. That's not happening. I'll activate my trap card: Heavy Storm Duster. This lets me destroy up to two spell/trap cards on the field at the cost of giving up my battle phase this turn. But since it isn't my turn, I don't have to worry about that cost." Flynt said, activating his trap card.

"What cards are you destroying?" Miltia asked.

"I'll destroy your middle set card and Arslan's Gladiator Rejection spell card." With the targets declared, two dust storms appeared from the card and headed toward Arslan's spell card and Miltia's set card. But unlike the times he activated it with the previous Duel Disk, everyone felt the winds of the trap card as it destroyed its targets. The others even thought the storm might actually blow them off their feet.

"Well, there goes that plan." Arslan said as she sent her spell card to the graveyard.

"Luckily, the card he destroyed on my side wasn't that important. At least, at this moment." Miltia said as she sent her trap card: Trap Hole of Spikes, to the graveyard.

"So, what's your move, Jaune?" Flynt asked.

"I'll summon Noble Knight Medraut. And I'll equip him with Noble Arms-Arfeudutyr." Jaune answered as Noble Knight Medraut took to the field. A sword then appeared beside him, which he took and holstered. "Now I'll activate Noble Arms's effect. By lowering Noble Knight Medraut's attack points by 500, I can destroy one set card my opponent controls. I'll target your set card on the right, Miltia."

"And I'll chain your effect by activating the card. It is Trap Trick. By banishing one trap card from my deck, which, in this case, will be the Trap Card: Impenetrable Attack, I can set another trap card on my field. And the best part is that I can activate that card during this turn." Miltia said as she activated her trap card. Noble Knight Medraut unsheathed Arfeudutyr, charged to Miltia's side, and destroyed her card. But the effect already went through, allowing Miltia to banish a trap card and set one with the same name on her field.

"That sucks. Anyway, since I control no other monsters, I will activate Medraut's effect to special summon one Noble Knight monster from my deck in defense position. I'll special summon Noble Knight

Iyvanne. But since I used this effect, I have to destroy one Noble Arms equip spell card I control."

With Neptune and Sun

"What's going on?" Sun asked as he and Neptune made it to the Colosseum. But Sun became confused when he saw four students in the center of the field surrounded by monsters.

"Wow. I didn't know Jaune was a tournament winner." Neptune said, surprised.

"Tournament winner? Tournament winner of-WOAH! Where did that lion come from? And why did a second one suddenly appear?"

"I wanted to keep it a secret, but it looks like I can't. Sun. What you see in front of you are Duel Monsters. And what they are playing is a game called Yu-Gi-Oh. And the four that are playing are tournament winners."

"How do you know that?" Sun asked, curious.

"I play the game. I use a deck called Mermails." Neptune answered, taking out his deck with his boss monster: Mermail Abyssgaios, on top.

"Wow. I wasn't expecting that. But the game seems interesting. And the monsters look so real. Do you think you can explain to me what's happening?"

"For you, sure. Just be prepared to get lost and confused a lot." Neptune agreed as a crowd started forming.

With the Duelists

"Since Noble Arms-Arfeudutyr was destroyed and sent to the graveyard, I can equip it to another Noble Knight monster I control. This time it will be Noble Knight Iyvanne. Now, since I control a Noble Arms equip card, I can special summon Noble Knight

Custennin from my hand." Jaune said as Noble Knight Custennin appeared and plunged his sword into the ground. "Next, I will build the Overlay Network. I XYZ summon with Noble Knight Medraut and Noble Knight Custennin."

The two Noble Knights took out their swords and brought them together before nodding. They then turned into bright stars that merged into one before rising into the sky and falling to the ground in a brilliant explosion.

"Welcome to the field, Sacred Noble Knight of King Custennin." Jaune said as the XYZ monster appeared on the field. King Custennin unsheathed his sword and pointed it toward Arslan and Miltia as if a leader were ordering his troops to attack. "I'll activate King Custennin's effect. I'll remove two overlay units to return the card you just set, Miltia and Arslan's Gladiator Beast Tamer Editor."

"Damn." Arslan said as Sacred Noble Knight of King Custennin absorbed two overlay units and aimed his sword at the two designated cards, which forced her to return Tame Editor to her Extra Deck.

"And there goes that." Miltia said as she returned Impenetrable Attack to her hand. But internally, she smiled as Jaune took the bait.

"Now, thanks to Noble Knight Custennin's effect. I can normal summon an additional time this turn, but it has to be a monster with Noble Knight in its name. I'll summon Infernoble Knight-Ogier, and since I normal summoned it, I can send Noble Arms - Caliburn from my deck to my graveyard." Jaune said he sent Noble Arms - Caliburn to the graveyard while Ogier appeared on the field. "Since I control a Fire Warrior monster, I can special summon Infernoble Knight - Renaud from my hand a treat it as a tuner monster."

With Neptune and Sun

"Tuner? Like a tool?" Sun asked, confused.

"In a sense, yes. But not like what your thinking. A tuner is a monster with a unique function. It is the necessary material for a Duelist to perform a Synchro summon. Without a tuner, you can't Synchro summon." Neptune answered.

"Man, this is getting complicated."

"It's why Yu-Gi-Oh has such a high barrier to entry."

"I'll say, especially if you're eavesdropping on a conversation." A voice said. Turning around, Neptune and Sun saw a girl about their age and a young boy walking toward them.

"Uh, can we help you?" Sun asked.

"Well, him, to be precise. You seem to know a lot about the game. Can you tell us more about it?" The older sister asked.

"I can do my best, but I don't know the Gladiator Beast or Noble/Infernoble Knight Archetypes that well." Neptune answered.

"Do you know someone that does?" The boy asked.

"Yes. But she's not here."

"Actually, I'm here, Neptune." Another voice corrected. Turning around, Neptune saw another familiar face.

"Oh, hey, Ilia."

"Hey, Neptune." Ilia said before turning to the sister and brother. "So, you two need help understanding what's going on, right?"

"Yup. You know... about those two groups... the blue-haired guy said he didn't know too well." The brother said.

"The Noble/Infernoble and Gladiator Beast Archetypes. I know a lot about them, and I can explain everything. But don't try to understand everything at once. It can get quite confusing."

"Wait. Ilia. Aren't you supposed to be in Menagerie?" Neptune asked.

"Ghira gave me a few days off, and I decided to come here to watch the Festival."

"Oh, okay."

"WOW! WHAT JUST HAPPENED!?" The sister asked. Turning back to the duel, they saw that the two Infernoble Knights that Jaune controlled had turned into stars and then combined into a new monster a second later.

"Jaune just Synchro Summoned Infernoble Knight Captain Oliver." Ilia explained as the new monster brandished its flaming sword while glaring at the Gladiator Beasts. But before she could elaborate further, she had to grab the fence to keep her balance when someone bumped into her. Turning around, she was about to yell at whoever bumped into her but stopped when she realized a crowd had gathered around them. "Uh."

"Woah. When did they all arrive?" Sun asked.

"I have no idea. But I hope they don't start asking us to explain. Otherwise, we're going to need help." Neptune said, moving so he didn't get bumped into by someone.

With the Duelists

"Because Infernoble Knight Ogier is in my graveyard, I can activate its effect, which lets me equip it to Infernoble Knight Captain Oliver. And I'll equip Noble Arms - Caliburn to Sacred Noble Knight of King Custennin, which raises its attack by 500 points. Now, because of Arslan's Gladiator Naumachia, I have to attack this turn. So I'll move to the battle phase." Jaune said. And to the awe of both the spectators and duelists, both monsters looked at each other before clanging their swords together and getting into a battle stance.

"First, I'll attack Gladiator Beast Laquari with Infernoble Knight Captain Oliver. And since Oliver is equipped, I can activate its effect, which allows me to target one face-up card on the field and destroy it. I'll choose Gladiator Beast Heraklinos." Jaune said.

With a mighty yell, Infernoble Knight Captain Oliver raised his flaming sword and launched a flame strike against Gladiator Beast Heraklinos. The hit caused an explosion that caused everyone to close their eyes. Not only that, they could even feel the heat caused by the fire sword. But Oliver was not done yet. It then rushed forward with Infernoble Knight Ogier supporting it and attacked Gladiator Beast Laquari. However, Arslan's monsters remained on the field, surprising everyone.

"Not so fast. I knew you would attack Arslan's monsters. So I activated my trap card: Waboku, to protect her remaining monster." Miltia said with the smoke clearing to reveal her trap card.

"Thanks, Milita." Arslan said, eanring a nod from Milita. While Arslan knew it would be better to go after Miltia's monsters since they were weaker, she knew her Gladiator Beasts were a more significant threat.

"Well, because I still have to attack, I'll attack Maurading Captain with Sacred Noble Knight of King Custennin, which won't change anything. So don't attack him too hard, Custennin." Jaune said. Nodding, King Custennin charged Maurading Captin and attacked him but did not use his full strength in the attack. Once done, he returned to Jaune's side of the field. "I end my battle phase."

"And because you end your battle phase, my monster's effect activates. I return Gladiator Beast Laquari to my deck, and special summon one Gladiator Beast monster with a different name from my deck." Arslan said.

"Hold on." Flynt interjected. "I'm going to stop you right there. I'm activating my monster's effect, and I'm sure you know which one it is."

"Ash Blossom & Joyous Spring." Arslan and Miltia groaned. Nodding, Flynt discarded his card while the Ash Blossom appeared on the field, giggling. She then went over to Gladiator Beast Laquari and captured his attention, preventing him from tagging out.

"I set one card and end my turn." Jaune said, setting one card next to Infernoble Knight Ogier.

"My turn. I draw. I'll activate the spell card: Pot of Extravagance." Miltia said as the card revealed itself on the field. "I banish six cards from my Extra Deck to draw two cards. Any response?"

"No response." Jaune and Flynt answered.

"Now. I activate my spell card: Harpies's Feather Duster, which destroys all spell and trap cards our opponent controls." Miltia said as a feather duster appeared and destroyed Flynt's and Jaune's spell and trap cards.

"This can't be good." Flynt said as he and Jaune sent their cards to the graveyard.

"Now I activate Raigeki, which destroys all our opponent's monsters."

"I activate Maestroke's effect. I detach one material to protect a Djinn XYZ monster I control from destruction. I choose Melomelody the Brass Djinn." Flynt said. Maestroke used his sword to fling an overlay unit at Melomelody to protect him before lightning struck him.

"Sorry, knights. I have nothing to protect you." Jaune said. The Knights nodded and smiled before letting the lightning take them away.

"Now, I will move to the battle phase. I'll attack your Temptemp the Percussion Djinn with my Blade Bounzer. Blade Bounzer, attack with bouncing blade attack." Miltia ordered. Blade Bounzer let out a roar

before charging and slicing at Melomelody and destroying his trumpet.

"Oh, I'm going to get you back for that." Flynt said as their life points dropped to 15,600.

"Now I will attack Jaune directly with my Maurading Captain." Unsheathing his swords, Maurading Captain charged and attacked Jaune.

"You okay, Jaune?" Flynt asked when he saw the attack had sent Jaune back several feet.

"Yeah, I'm fine. Just surprised that it sent me back." Jaune answered.

"Did it hurt?" Arslan yelled.

"Surprisingly, no. I felt the force behind it, but it didn't hurt. Although, that could be because I have my aura." Jaune said as their life points dropped to 14,400.

"Anything else, Miltia?" Flynt asked.

"I set one card and end my turn." Miltia answered as her monsters returned to her side of the field.

"My turn. I draw." Flynt said, smiling at the card he drew. "I set one monster and end my turn."

A few blocks away

"We're in so much trouble. We're so late." Emerald said as she and Neo ran toward their meeting point with Cinder and Emerald.

"More like you'll be in trouble. She no longer has any control over me. I'm only here because I still need to hold up my end of the bargain. If it weren't for that, I wouldn't be here. Heck, I would have told Ozpin and the others about her plan as

payback for all the times she pissed me off. And after today, I'm out of here." Neo said, using her scroll's Text-to-Speech app.

"I know. But we-HEY!" Emerald began before shouting when three people suddenly cut her off by running past her. "WATCH IT!"

"SORRY!" The people said, not bothering to turn around as they continued running, followed by eight others.

"Okay. That is weird." Emerald said as a few others ran in the same direction.

"Yeah. It wouldn't be a surprise if they were running towards the Colosseum, where the fights are about to begin. But they are running in the opposite direction. I wonder why?"

"Hey. Hold on." Emerald said, grabbing the arm of someone running in the same direction as the others.

"Yes?" The lady asked, sounding impatient.

"What's happening? Why is everyone running that way?"

"There's a fight going on in the park."

"A fight. I thought the festival prohibited any fights before the matches?" Neo asked.

"They do. But it's not a fight between students. Honestly, I'm not sure what it's called, but they are fighting with holograms of monsters, people, and who knows what else. Well, I got to go. I don't want to miss anymore." The lady answered before running away.

"I'm positive she was talking about Yu-Gi-Oh." Emerald said.

"Pretty sure. And I think she was also talking about tournament winners since they are the only ones who have Duel Disks." Neo said. For the next few seconds, neither Neo nor Emerald moved

or said anything. **"Do you want to go and see the duel instead of meeting with Cinder and Emerald?"**

"Yeah, they can wait."Emerald answered before they ran to the park.

With the Duelists

"My turn. I draw. Since I control a Gladiator Beast monster, I special summon Test Tiger. Now, I activate the circuit. I Link summon a Link-2 monster." Arslan said.

Test Tiger and Gladiator Beast Laquari roaded before disappearing while the Link Circuit appeared on the field. The bottom center and bottom left arrows soon glowed orange. And after a second, a panther wearing armor appeared in the Extra Monster Zone.

"I Link Summon: Test Panther. Its first effect lets me add one Gladiator Beast from my deck to hand. I'll add and summon Gladiator Beast Dimacari. Now I will activate Test Panther's second effect. I can shuffle one Gladiator Beast I control into my deck, special summon another Gladiator Beast monster, and treat it as if I special summoned it from a Gladiator Beast monster. I special summon Gladiator Beast Darius. And Darius's effect lets me summon one Gladiator Beast monster from my graveyard."

Gladiator Beast Dimacari let out a roar before leaving, with Darius replacing it. Darius then let out a neigh while pointing at one of the Colosseum doors. They opened, and from it came out Gladiator Beast Heraklinos roaring while pointing its weapon at Jaune and Flynt before jumping and landing next to Darius.

"But Heraklinos's effect is negated because it was special summoned by Darius's effect."

"This is going to hurt." Jaune said.

"I move to the battle phase. I'll attack Flynt's face-down monster with Gaiodiaz." Roaring, Heraklinos charged and attacked Flynt's

monster with its weapon.

"A morphing jar!" Miltia said, shocked.

"Yup. And with a new hand comes a whole new perspective. The game, ever-shifting. New dangers surround every turn." Flynt said as everyone discarded their hands and drew five cards.

"Did you really just quote Barkua from the show?" Miltia asked.

"Yeah, I did."

"Now, I'll attack Jaune with Darius and Test Panther for 2,800 points of damage." Arslan said.

"Oh, come on." Jaune said as the Gladiator Beasts attacked him, sending him on his back.

"Sorry." Arslan said with a wince.

"It's fine." Jaune said as their life points dropped to 11,600.

"Okay. Gladiator Beast Dariur's effect activates. I return him to the deck, and special summon Gladiator Beast Equeste, whose effect lets me add a Gladiator Beast card from my hand. But since I chose Tame Editor, It goes back to my deck. And because Darius is no longer on the field, Gladiator Beast Heraklinos returns to the Extra Deck. Main Phase 2. I activate Gladiator Rejection, set four cards Face-Down, and end my turn."

"My turn. I draw. Oh." Jaune said.

"What is it? Please tell me you got something to even the field." Flynt asked.

"I have a card that will most likely get my ass kicked by them."

"There are only a handful of cards I would be willing to kick someone's ass for using. And that's a chain burn." Miltia said.

"And Mystic Mine for me. But I doubt you would use either of those cards." Arslan added.

"So what is it?" Flynt asked.

"You three are going to know by what I'm going to say next. I move to the end of my battle phase."

"OH! That card." Miltia and Arslan said, shocked and worried as they had nothing to counter it. And it seemed their monsters shared that feeling.

With the Spectators

"Okay, finally, we got some breathing room." A camera crew member said after forcing some of the other spectators to move.

"Are we ready?" Lisa Lavender asked.

"And we're on the air in 3... 2... 1. Now." The cameraman said.

"This is Lisa Lavender reporting from downtown Vale. We're at what used to be an ordinary park where people could relax. But now, from out of nowhere, a massive Colosseum appeared. And in the center of it are four people. Three of them seem to be huntsmen-in-training, while the fourth is unknown, but from what we're overhearing from the crowd, the fourth one is a bouncer from a local club. However, that is not the most interesting part. While the reason for their duel remains unknown, we know they are fighting with some kinds of monsters. Some seem to be beasts/animals while others that are no longer present were human or some type of fiend. And it appears that the females are in control of the fight..."

CLANG

"WHAT WAS THAT!?" Someone else shouted.

"WHAT'S THAT GOING TO DO!?" Another asked.

"But it seems like that might change. Two samurai-looking figures appeared on the field and clashed their swords together. Now the words Evenely-Matched have appeared in front of them. We're unsure what this will do, but we'll keep you informed as new information develops."

With the Duelists

"Since Flynt and I have a combined total of one card, both of you must banish face-down cards until you control the same amount." Jaune said.

"Fine." Arslan and Miltia said.

"I think we should let you keep something." Miltia said.

"Why?" Arslan asked.

"I have cards in my hand, so I can at least do something. You have nothing in your hands. I would suggest Rejection to keep since Equeste and Test Panther most likely won't make it to your turn."

"Fair enough. And my other cards need a Gladiator Beast even to activate." Arslan agreed.

"Alright. We banish all our cards face-down except for Arslan's Gladiator Rejection." Miltia said as all their cards disappeared. The Colosseum even began to crumble a bit before banishing as well.

"Now, what are you going to do?" Arslan asked.

"I activate the spell card: Last Chapter of Noble Knights. This lets me special summon one Noble Knight monster from my graveyard and equip it with an appropriate Noble Arms equip spell from my grave. I'll bring back Noble Knight Iyvanne and equip it with Noble Arms - Caliburn. And since it is equipped with a Noble Arms card, I gain a token. Now I'll activate Caliburn's effect to gain 500 life points." Jaune said as Iyvanne used the sword and pointed it at the life point

counter, raising it to 12,100. "Now, it's my turn to complete the circuit. I link summon."

The two Iyvannes and Lions nodded as the Link Circuit appeared before them. They then turned into orange spheres of light and lit up the bottom corner arrows. The circuit then disappeared, with a tree taking its place. And then two ladies came around it and rested themselves against it.

"And on Link Summon, I can add one warrior monster from my deck to hand. I'll choose Infernoble Knight Renaud. Now I will activate Isolde's second effect. I'll send four equip spell cards from my deck to the graveyard to special summon Infernoble Knight Maugis from my deck."

The two ladies stepped to the side as Maugis appeared behind them. It nodded at the two of them before taking its place on Jaune's side of the field.

"Now I will special summon Infernoble Knight Oliver from my hand by sending one equipped spell from my hand to the graveyard. Now I will use Oliver and Maugis to Synchro Summon: Infernoble Knight Captain Roland." Jaune said as Roland appeared on the field. "And because Maugis was sent to the graveyard, I shuffle three Noble Arms cards into my deck and draw one card. Next, I will activate three of my Infernoble monsters from my graveyard and equip them to Infernoble Knight Captain Roland."

A tent appeared behind the Isolde ladies, with them opening the flaps. And from the tent, Infernoble Knight Oliver, Infernoble Knight Ogier, and Infernoble Knight Maugis emerged and moved to stand behind Captain Roland, who smiled and nodded at them.

"I equip Noble Arms-Clarent to Roland, set one card, and end my turn. And because it's the end phase, I send one equip spell to the graveyard to add one warrior monster to my hand. I'll add Noble Knight Borz. Your turn, Miltia." Jaune said as he set two cards.

"My turn. I draw. Hmm. I'll activate Double Summon. Since I control no cards, I can summon Hammer Bounzer without tributing. And because I normal summoned a warrior-type monster, I can special summon Blue Mountain Butterspy in defense position, which I will use to tribute summon Phantom Bounzer." Miltia said her monsters appeared on the field and let out a roar. "Now, I will build the overlay network."

With Neo and Emerald

"Okay. Let's see who's dueling." Emerald said as they arrived and pushed past the crowd.

"I wonder what decks they are using." Neo said.

"Whatever decks they might be using, they have to be pretty strong, as only tournament winners can have Duel Disks."

"Still. I wonder if it is anyone we know."

"I doubt it and-WOW! That was bright." Emerald said as she and Neo covered their eyes.

"Looks like someone built the overlay network." Neo said as the light died down. But they became shocked when they saw who was dueling.

"Wow. I wasn't expecting to see Jaune here."

"Nor Miltia."

"But it seems like Jaune and his partner have taken the lead."

"But that could change."

"I doubt that."

"You sure? How about a bet, then?"

"You're on. If I win, you have come with me on my next mission that needs me to gather information."

"Fine. But if I win, you have to buy me a few tubs of ice cream."

"Deal."

With the Duelists

"Welcome to the field, Photon Strike Bounzer." Miltia said as Photon Strike Bounzer landed on the ground. "Now, I will move to the Battle Phase. I will attack Flynt directly."

"Not happening. I activate Battle Fader from my hand to stop the attack and end the battle phase." Flynt said as he activated the card. Battle Fader appeared on Flynt's side of the field and flashed a light to stop Photon Strike Bounzer from attacking.

"I could negate it, but it's not worth it. I end my turn." Miltia growled.

"My turn. I draw. Since I control no monsters, I can special summon Junk Forward from my hand. Next, I'll summon Crane Crane from my hand and activate its effect to special summon a level three monster from my graveyard." Flynt said as his monsters appeared on the field.

"Not so fast. Since you activated a monster effect on your side of the field, I can use Photon Strike Bounzer's effect to negate and inflict 1000 points of damage to you." Miltia said.

"Think again." Jaune interjected. "I activate my counter trap card: Solemn Scolding, to negate your monster's effect and destroy it."

From behind Jaune, an older man appeared and glared at Photon Strike Bounzer. It raised its arm, pointed at Photon Strike Bounzer, and in a loud voice, yelled NO! Then, in a bright flash, Photon Stike Bounzer disappeared from the field.

"Okay. I'm targeting you next." Miltia growled.

"Now, Crane Crane's effect goes off. I special summon Tour Guide from the Underworld from my graveyard."

"Hello, everyone. I'm back." Tour Guide said as she appeared next to Crane Crane.

"And because I normal summon a level three monster, I can special summon Kagemucha Knight from my hand. Now I'll build the Overlay Network and XYZ summon twice."

Flynt's monsters turned to overlay units before colliding with one another. Afterward, everyone heard a song about chivalry coming from the overlay units. And a second later, two monsters returned to the ground. One was a tiny fiend playing the piano, while the other played the drums.

"Welcome, Humhumming the Key Djinn and Temtempo the Percussion Djinn. Play us a tune, little ones." Flynt said as his Djinn XYZ monsters smiled and began playing a song. "Now, Humhumming's effect allows me to bring back Melomelody the Brass Djinn from my graveyard and attach up to two cards from my hand to it as overlay units."

Humhumming smiled and began playing a song about life with music notes heading towards Flynt's Duel Disk. A bright light emerged from the graveyard with Melomelody coming from it. Melomelody let out a cheer before joining his friends in song.

"And I'll attach the last card in my hand to Melomelody. Now I move to the battle phase. Since Humhumming is in defense position, I'll attack with my other monsters. Let them feel the music, my guys." Flynt ordered. Nodding, Temtempo and Melomeoldy played their music with the notes attacking Arslan and Miltia for 2,900 points of damage, bringing their life points down to 13,100. "I end my turn."

"My turn. I draw. I'll activate my spell card: Gladiator Proving Ground, which lets me add one Gladiator Beast monster from my deck to hand. Then I'll set one monster and end my turn." Arslan growled.

"My turn, I draw." Jaune said as he drew a card. "First, I'll summon Noble Knight Pellinore, and because I control a Fire-type warrior monster, I can special summon Infernoble Knight Renaud from my hand. Now I will Synchro Summon: Ignoble Knight of High Laundsallyn."

Noble Knight Pellinore and Infernoble Knight Renaud took a deep breath before transforming into stars that merged a second later. But unlike the previous times where there was a bright light, a blanket of darkness appeared. A dark, menacing sword and a red, glowing sword appeared in the ground. A moment later, a figure with black and red fog emanating from him emerged. It opened its eyelids to reveal dark red pupilless eyes. And with a sadistic growl, it pulled both weapons out of the ground and pointed them at Arslan and Miltia.

"Now, I move to the battle phase. I'll attack Miltia directly with my monsters for 5,700 points of damage." Infernoble Knight Captain Roland charged forward and attacked Miltia with his sword, while Isolde took out two daggers and threw them at Miltia. Meanwhile, Ignoble Knight slashed at her with his two swords. The life point counter behind Miltia and Arslan dropped to 7,400.

"Okay. You were right, I felt the hits, but they didn't hurt." Miltia said, surprised.

"Now I activate the Spell Card: De-Synchro, to return Ignoble Knight to the Extra Deck and special summon the monsters I used as material to my field. I end my turn." Jaune said as his monsters returned. And if one were to look closely, one would see that they had expressions of relief on their face.

"My turn. I draw. I set one monster and end my turn." Miltia said as she set one monster.

"My turn. I draw. First, I set a card. Now I activate Humhumming's effect to let another Djinn XYZ monster I control attack directly. But that's not it. I activate Melomelody's effect to let one Djinn XYZ

monster I control attack twice this turn. And I target Temtemp with both effects. Now the Battle Phase. I attack Arslan directly twice with Temtempo." Nodding, Temptemop smiled before playing a battle song on its drum with the musical notes attacking Arslan for a total of 3,400, bringing their life points down to 4000.

"Now I'll attack Miltia's Face-Down monster with Melomelody." Happy to get its revenge, Melomelody blew into its horn with all its might. The musical notes flew out of its instrument and attacked the face-down monster.

"And there goes Blade Knight." Miltia said, sending her monster to the graveyard.

"I end my turn."

"My turn. I draw. I'll summon Gladiator Bestiari and flip-summon my monster: Gladiator Beast Hoplomus. Now, I'll return both monsters to summon Gladiator Beast Gyzarus. And when I special summon it, I can destroy two cards on the field." Arslan said as Gladiator Beast Gyzarus landed on the field. It was about to activate its effect but stopped when Jaune interjected.

"I activate Morgan, the Enchantress of Avalon's effect from my hand. If I control a Noble Knight monster and Noble Arms equip card, I can discard it and negate your monster's effect. I'll destroy Noble Arms - Clarent." He said as Gyzarus glared at him. "And because it was destroyed, Clarent attaches itself to Noble Knight Pellinore."

"Alright. I'll move to the battle phase. I'll attack Noble Knight Pellinore with Gyzarus."

Bracing itself, Gyzarus launched itself into the air before dive-bombing Pellinore and knocking him off his horse, which dealt 500 points of damage to Jaune and Flynt, bringing their life points down to 11,100.

"Now, since it's the end of the Battle Phase, I return Gyzarus to my deck and special summon two Gladiator Beasts. And thanks to Gladiator Rejection, I can special summon a third Gladiator Beast monster. I'll bring out Gladiator Beast Vespasius, Gladiator Beast Noxious, and Gladiator Beast Attorix. Now I'll shuffle them back into my deck to bring out Gladiator Beast Domitianus." Arslan said as Domintianus appeared on the field and crossed his arms. "I end my turn."

"My turn. I draw. It looks like this might be game." Jaune said as he drew a card.

"Remember, I can negate an effect and dictate your attack targets." Arslan reminded, with Domintianus looking smug.

"Let's change that. I activate Fiendish Chain and target your monster Arslan." Flynt interjected as he activated his trap card. And from it, chains shot out and wrapped around Domintianus, negating his effects.

"Thanks, Flynt." Jaune said.

"No problem, man."

"Now that I don't have to worry about anything, I activate Isolde's effect and send four equip spells to the grave to special summon Noble Knight Borz. Now, I'll equip him with Gwenhwyfar, Queen of Noble Arms. Now, because he has a Noble Arms equip spell, Borz becomes level 5 and the dark attribute." Jaune said as Gwenhwyfar appeared on the field. She then walked up to Borz and gave him a sword, to which he smiled and silently thanked her. "Now I move to the Battle Phase."

"Yeah, this will be game." Miltia said.

"Yeah. But it was fun." Arslan agreed.

"True."

"I attack Domintianus with Noble Knight Borz. And since he is the dark attribute, Gwenhwyfar's effect allows me to destroy the monster at the start of the damage step." Jaune said as Borz attacked and, with the help of Gwenhwyfar, sent Domintianus to the graveyard. "Now, I will attack directly with the rest of my monsters."

"And that brings our life points to zero." Arslan said as Isolde attacked her and Infernoble Knight Captain Roland attacked Miltia.

"Unfortunately." Miltia said as the holograms disappeared. "but that was a good game."

"It was." Flynt said as they approached the others.

"Now we just need to send the information." Jaune said.

"Right. But I think I will do it later. I want to take a quick break since my team is going to compete soon." Arslan said.

"Same." Flynt and Jaune said.

"What about you?" Jaune asked Miltia.

"Well, I'm not competing, but since I have the rest of the day off, I can relax." She answered.

"That's nice. Anyway, we better-What's making all that..." Arslan said before trailing off. Seeing her expression, the others turned around and became shocked at the crowd of onlookers cheering at them.

"Were they there the whole time?" Flynt asked.

"I'm not sure." Jaune answered.

"But it seems like they are starting to get out of control." Miltia said, pointing to the spectators that were trying to climb over the fence. There were some people that tried to stop that, but it was clear they were failing.

"I think we should leave." Arslan said.

"Yeah. I don't feel like getting mobbed at the moment." Flynt agreed.

"But where should we go?" Jaune asked.

"I usually don't do this, but the situation calls for it. I know a place where we can lay low for a while. Follow me and be quick." Miltia said before running in the opposite direction. Not waiting for a second invitation, the others followed her to safety, unaware of what will happen to them in the coming days.

Notes:

Apologies for some of the mistakes. I'm unfamiliar with Tag Duels as I had never done them before. While the Yu-Gi-Oh fandom website has some rules, it doesn't cover some things that might come up like specific rulings.

For Flynt, I gave him the Djinn deck for a few reasons. I thought about giving him a symphonic warrior deck but I had trouble with it as I am still learning the rulings and mechanics of Pendulums. But the Djinn deck also allowed me to use Tour Guide from the Underworld. Primarily because I could have her talk since, she has lines in Duel Links.

Also, for anyone that might bring it up, there is a reason why Jaune used De-Synchro on his Ignoble Knight monster.

Iron M. Writer: Glyna hasn't obtained a deck but I have one in mind for her and it is Spellbooks. And yeah, they are watching a lot of Yu-Gi-Oh in their spare time.

EmeraldIgnis: I thought about giving Salem a Dark World deck at first, but then I remembered having trouble remembering what cards discard for effect and not cost outside of Dark World support. But I might still give it to her as a side deck. As for including the brothers, I'm not sure will include them. Maybe I

will change Neon Katt's deck to Stardust/Synchron but her deck is still up in the air. And yes, later on they will see YGOTAS.

Masters123lfm: Maybe I might give Velvet a performapal as a second deck in the future. As for Penny and the Junk deck, maybe if she was destroyed and she was rebuilt, she might choose that deck, maybe. And yeah, Silent Swordsman and Silent Magician might be good monsters for Neo.

I plan on having a tournament in the story down the road. Here are two ideas I have for it. Which should I pick?

Duelist Kingdom Tournament; Go to an island and duel to collect stars and once they have enough, they get to take on the champion. And as in the show, there will be Eliminators.

Battle City Tournament: Duel in the city to collect locator cards. Then travel to a remote island with the remaining duelists facing off and have the finals on a tower like how Kaiba did.

Chapter 6

Remnant: Time to Duel

Chapter 6

"That was too close." Flynt said as he and others sat at dinner, they had never been to before.

"Yeah." Arslan and Jaune agreed, only to tense up when they heard the people that were chasing them stop right outside the door. But they let out a sigh of relief when they left a second later.

"Honestly, I'm surprised we garnered that big of a crowd by simply dueling. Isn't Yu-Gi-Oh one of the biggest card games out there?" Miltia asked.

"Last time I checked, it is." Jaune answered.

"I think they were more taken aback by the holograms and our duel disks." Flynt said.

"He's right. Yu-Gi-Oh might be huge, but the Duel Disks aren't. Last I checked, there were only about two hundred in existence. And that's only because the creator couldn't find any company to mass-produce them. At least, that's what I heard from some rumors and theories." Arslan said.

"Unfortunately, they are true." Jaune said.

"Really? How do you know?" Miltia asked.

"My sister-in-law is the creator of the Duel Disks and hologram templates. And she tried many times. Even the creators of Yu-Gi-Oh pitched in to try and help her find a company to mass-produce them, but they failed." Jaune explained. "Speaking of her, we still need to send the information to her."

"Right. But after the tournament closes for the day. I don't know about you three, but my team is competing." Arslan said.

"Same for me."

"And Neon and I are fighting in the tag teams." Flynt added before turning to Miltia. "Are you competing in the tournament?"

"No. I'm not a student or huntress-in-training. And even if I were, I couldn't since the matches are over." Miltia answered, confusing the others.

"What do you mean over?" Jaune asked.

"The organizers and heads of the tournament generally close the colosseum at around seven so people can still enjoy whatever else the festival has to offer. It's currently eight-thirty."

"EIGHT-THIRTY!" The others said, shocked. They then checked the time on the scrolls and saw that it was indeed eight-thirty. But they also noticed the overwhelming amount of messages in their message boxes.

"This is not going to be fun." Jaune said. And judging by the first few texts he read, Jaune knew he was in a world of trouble when he got back to his friends.

"Yeah. Neon's not got to be happy with me since she was looking forward to this. And I promised I'd show her some places in Vale before the day's out. Not to mention, I still have to send some reports to General Ironwood." Flynt said, annoyed, as he rubbed his face.

"The same is for me. My team was supposed to go against Team Rwby. And because I wasn't there, they had to forfeit. Reese is going to be so upset with me." Arlsan groaned. "How can I be a leader if I set examples like this?"

"What about you, Jaune?" Miltia asked.

"About my team?" Jaune asked.

"Yes." Miltia answered, rolling her eyes.

"Well, my team is probably upset since they had to forfeit because I wasn't there. And my partner is probably worried since I haven't answered any of their texts. My sister team is probably also worried. I'm not looking forward to this." Jaune groaned. "I'm going to be so busy tomorrow making it up to them."

"Same." Arslan and Flynt said.

"Anyway. We might as well-" Flynt began, but the sounds of a special -news report cut him off.

'This is Akari Lotus with a special news bulletin. Today was the start of the Vytal Festival. As one might expect, the citizens of Vale were excited to see the students from academies across Remnent fight each other. However, something unexpected happened that stole the show. Four people were facing off against each other. But unlike what you might expect, they were fighting with monsters they summoned via cards and strange devices on their arms. What you are seeing next to me is some footage captured by the spectators.' The news anchor said as footage of their duel played.

"Is our duel really that big of a deal that it deserved news coverage?" Miltia asked, slightly annoyed.

'As you can see, they are using cards to summon these monsters to the field. Some appear human, while others are fiends or beasts. And the stone colosseum was also a product of a card and the strange device. Hold on. This just in, one of our reporters have discovered more information about what happened. Let's go live to Lisa Lavender.'

*'Thank you, Akari. I'm here in front of one of the local game shops. Apparently, the four people in the park were playing a game called Yu-Gi-Oh. After *ahem* talking with some of the patrons inside, I*

discovered a few things about what happened in the park. First, the devices on their arms are called Duel Disks. They are what brought those monsters to life. However, the Duel Disks are only awarded to tournament winners since they are only three hundred currently in existence. But the Duel Disks these four were using were new versions. They could be testing out new models for whoever created them. Second, the types of monsters those four were using. They are part of the Archetypes called Gladiator Beasts, Infernoble/Noble Knights, Symphony of Djinn, and Bounzers. But those are just four of the hundreds of archetypes that currently exist. And I expect to see a sudden surge in popularity for the game. While you might not see it, there are already people-

"I think it would be best if we lay low and don't duel outside with our duel disks for a while." Flynt said as Miltia turned off the television.

"Yeah." The other agreed.

"But, since we're on the topic of dueling, do any of you use those online dueling sites? We live in different kingdoms and might not see each other in person again, but that doesn't mean we still can't duel each other from time to time." Arslan asked.

"Yeah. I play master duel and that scroll app, Duel Links." Jaune answered.

"Same." Flynt said.

"I don't use Duel Links, but I occasionally use Master Duel." Miltia added.

"Perhaps we can give each other out tags so we can duel each whenever we get a chance." Arslan said before hearing a soft growl followed by swords clashing against shields, causing her to tense for a second before relaxing.

"Uh, you okay?" Jaune asked, worried.

"Yeah. It's just something. But let me ask you this. Do you ever-"

"Yes. Jaune and I know about Duel Spirits and have seen them." Flynt interjected as Humhumming the Key Djinn appeared on his shoulder while

Infernoble Knight Emperor Charles and Noble Knight Iyvanne appeared next to Jaune. But this time, only Iyvanne's lion appeared.

"And-" Arslan said, turning to Miltia.

"Yes." Miltia answered as Phantom Bounzer appeared behind her.

"What is wrong, young maiden?" Charles asked as he petted the lion.

"Uh-" Arslan said, not expecting to be called that.

"You get used to it." Jaune quickly said.

"I doubt it. But anyway, nothing is wrong. I just wasn't expecting to hear the sounds of my Gladiator Beasts fighting again so soon. Then again, I shouldn't be surprised, considering their lore."

"What's their lore?" Miltia asked.

"The Gladiator Beasts, also known as Gladial Beast, date back to ancient times to an empire of peace where war was a thing of the past. But the aristocrats, unaware of the dangers, wanted to see spectacles of fighting and bloodshed. They built a colosseum where the Gladial Beast fought to the death for sport day in and day out. Yet that all changed when the empire fell. But the silence did not last. Cheers of spectators and horns blowing suddenly filled the colosseum despite no one there. The Gladial Beast began fighting again. And soon, they reached their apex, which broke the seal that bound them to the Colosseum. Not long after that, the colosseum regained its glory due to the brave heroics of the Gladial Beast,

where they continue fighting to this day." Infernoble Knight Emperor Charles explained.

"Hearing them fight all the time must get annoying after a while." Flynt said.

"It sure does. But at least they know when to keep quiet, like when I'm in class or doing something important." Arslan said.

"At least there's that." Miltia said with Arslan shrugging.

"So, what now? Should we head back to our teams? I think the people chasing us finally gave up." Jaune asked. But as soon as he said this, they heard the same people that were chasing them again. Thankfully, they left a second later.

"Maybe we should wait a bit." Flynt answered.

"Yeah." The others agreed.

"So, how about another duel while we wait? But without the duel disks this time?" Arslan asked.

"Sure." The others agreed.

The Next Day

With Flynt

"Wow. That was a good sleep. Now, I have to start making those reports for Jaune so he can send them to his sister-in-law." Flynt said as he rubbed his eyes while letting out a yawn. However, as soon as Flynt stood up, he froze in his tracks when he heard the familiar voice of his teammate.

"Going somewhere?" Neon asked in a frighteningly calm tone.

"Oh, hey, Neon." Flynt nervously said, turning to face his partner.

"Don't hey, Neon, me, Flynt. You abandoned me right before our match began!"

"Listen, Neon. I can-"

"If you didn't want to compete, you could have just told me. You didn't have to make up some excuse."

"I know. I just-"

"If you wanted to compete with some friends, you could have told me. And if you wanted, I would have gladly come to cheer you on."

"Technically, not friends. I did not know any of them before yesterday. And honestly, right now, I think only the blonde guy I could consider a friend since we got to know each other a bit."

"Do you even know his name?" Neon asked, curious.

"Yeah. His name is Jaune."

"Don't try to change the subject. You still owe me, Flynt, for leaving high and dry yesterday."

"Fair." Flynt said. While he did have fun yesterday and is looking forward to some future duels with Jaune and possibly the others, he had to admit he basically abandoned his partner. "So what do you want me to do to make it up to you, Neon?"

"First, you're doing the reports and explaining to Winter and Ironwood why we forfeit our match."

"Fair. Not looking forward to all the paperwork, but fair."

"Second, you broke your promise of showing me around Vale after our match yesterday. So get your comfiest shoes on since you're showing me all the best places Vale has to offer."

"Alright. Anything else?" Flynt asked, mentally noting to get some ice for later as he knew his feet would be sore.

"Yeah. I want you to teach me the game you were playing."

"Excuse me. Come again?" Flynt asked, not expecting that.

"I want you to teach me the card game you and the others were playing. It looked like a lot of fun. Especially those holograms and how they fought each other."

"Alright. I can teach you." Flynt said, chuckling. "But I'm warning you, Yu-Gi-Oh is a bit complicated."

"I'd be surprised if it wasn't." Neon said as she quickly cleaned the couch of the apartment they were staying at before pulling a table in front. "Come on. Teach me how to play."

"Alright. But first, let's get you a deck. Move over." Flynt said with Neon rolling her eyes before sliding to the side.

"How many decks are there?"

"Take a look for yourself." Opening his scroll, Flynt showed all the available archetypes out there.

"Ah." Neon said, scrolling through the list. "There's a lot here."

"Need some help?"

"Yes. Maybe you can pick one out for me."

"Sure. There are two decks I have in mind. The first is a Stardust Synchron deck."

"And the other?"

"The other is an F.A. deck."

"F.A.?"

"It's an acronym. F.A. stands for Formula Athlete. The whole archetype revolves around racing cars and changing their levels."

"And what does the other deck revolve around?"

"The Stardust Synchron deck revolves around a dragon that soars through the universe. The deck revolves around bringing out its boss monster and the various 'advanced' versions."

"What do you mean by advanced version?" Neon asked, confused.

"Just one way to say the upgraded version of Stardust Dragon. I say advanced version, but that's only because I don't want to confuse you just yet with the terminology."

"Oh. Thanks."

"So, which one catches your eye more?"

"The Stardust Synchron deck. But I might also get the F.A. deck down the road."

"Alright. But first, I need to teach you how to play the game." Flynt said as he took out his deck.

"Is that the same deck you used in the duel yesterday?"

"Yup."

"What deck is it?"

"It's a Symphony of Djinn deck. It's all about bringing out my... special types of monsters." Flynt said as she showed Neon his XYZ monsters.

"Aw. They look so cute." And while Neon couldn't see or hear them, Flynt chuckled when his Duel Spirits blushed or let out an

embarrassed squeak.

"All right. Let's get started." Flynt said as he began teaching Neon the basics. But as he did, a random thought crossed his mind. *'I wonder if the others are teaching their friends and teammates? Or co-workers in the case of the other girl?'*

Junior's club

'At least the club is closed for today. Never thought I would be grateful for that blond bimbo for destroying our club.' Militia thought as she woke up from her nap.

While the club was closed today, Militia still had some work yesterday. Thankfully, Junior was busy with patrons that he didn't see either news report of her dueling. And her fortune continued when she learned Melanie was busy running some errands for Junior, so she didn't have to deal with her.

"Well, since I have the day off, I might as well enjoy it." Getting up from her bed, Militia went over to her bathroom and started getting dressed. But as she did so, her Duel Spirits appeared in her room.

"Hmmm." Photon Strike Bounzer asked.

"No, Photon. I'm okay. I slept in because I don't have work today."

"Argh?" Phantom Bounzer asked.

"Yes, I'm not going to skip out on breakfast this time." Militia said as she exited the bathroom before heading over to her bed. "Hmm. That reminds me. Maybe I can finally get some food that's not bar food. I think I will try out that new diner that opened up across the park. I heard their food was good."

"Hmm?" Hammer Bounzer asked.

"Not sure. I think I will look around town and maybe buy something. Maybe I'll stop by the card shop to see if there are any new mats.

Later I might see if the others are up for a duel on Master Duel." Once finished with her bed, Militia grabbed her deck before turning to her duel monsters. "Alright. Let's go."

"Hmmm." Her Duel Spirits said before returning to her deck.

"Okay. Let's see what this day has in store." Going over to her door, Milita opened it and was about to exit but stopped when she heard her sister's voice.

"Going somewhere?" Melanie asked.

"Out in town and possibly to eat something that wasn't cooked four days ago and been waiting on the stove for someone to order it."

"While that does sound better than anything I've had in a while and makes me tempted to join you, I would prefer if you stick around and explain to me what happened yesterday." Melanie said, moving to close the door.

"Fine." Milita huffed, knowing how stubborn her sister can be at times. Moving over to the bed, she sat down before motioning for her sister to sit in the chair across from her, which she did. "So, what would you like to know?"

"Everything, from why you made up that excuse, why you met those three people, what you were doing in the park, and how you brought out those monsters."

"Fine." Militia said, rolling her eyes. "I had that excuse ready a while ago. And it was the only way that would get Junior to let me off work early."

"So you have a list of excuses?" Melanie asked, raising an eyebrow.

"Yes. But I only used it once, and that was yesterday."

"Who were those others you met in the park?"

"The girl was Arslan Altan. She's from Mistral. The guy with the fedora is Flynt Coal, and he's from Atlas."

"And the blonde guy that looked like a twig?"

"Kinda harsh. But his name is Jaune Arc."

"And the reason why you met them?"

"That is a bit of an answer that coincides with how we brought out those 'monsters' that you saw."

"We got time."

"Fine. First, we met in the park to duel against each other in the card game called Yu-Gi-Oh."

"Is it popular?"

"Before the broadcast, yes."

"Continue."

"And the devices you saw are called Duel Disks. They are what brought the monsters to life and everything else you saw. But those are new models we were testing out."

"That would mean only you four had them. But it also means there are previous versions."

"Yes."

"Can anyone get them?"

"No. There is only a handful in existence because the creator could not find any company willing to mass-produce them. And those are tournament exclusives. Meaning, you have to win a tournament to get one, which is not easy in the slightest, especially today's meta."

"I can imagine."

"Is that it?"

"As in questions, no."

"What are they then?"

"Why haven't you told me that you played this game? Why did you keep it a secret?"

"I didn't." Militia said, confusing her sister. "I told you that I played the game multiple times. You just never listened."

"Oh. Sorry." Melanie said, now remembering a few times her sister told her about the game.

"What else?"

"Is there anything similar to the Duel Disks that make the holograms?"

"Yes. They're hologram templates. They are about the size of those game mats we saw in that store we saw a while back."

"You remember those game mats we saw in that store a while back?"

"You mean the ones with those weird, white lines on them?"

"Yes."

"Oh, so they're not that big."

"Because they're meant to fit on desks/tables and let people play comfortably on the floor."

"Makes sense when you put it like that."

"Any other questions?"

"Can you teach me the game?"

"Are you sure, Melanie? The game is complicated. It has a massive barrier to entry, and you aren't the most patient one." Militia asked, remembering the times she struggled to understand some of the basic mechanics and nearly flipping the table when she moved on to the advanced rulings of Yu-Gi-Oh.

"I'm sure. Plus, we have all day since we don't have work, so it's a good way to pass the time. And it will be another way we can spend time with each other when there's nothing else to do."

"Alright. But pay attention because it will get confusing."

"Fine. Where should we start?"

"By picking a deck for you."

"What deck do you use, and how many are there?"

"I use a Bounzer deck." Miltia answered as she took out her deck and showed it to her sister. "And I get what you mean when you said decks. But it's called archetypes, and decks are what you make. There are over two hundred archetypes."

"Do you of any that might fit me?"

"There are two that come to mind, but I'm not sure if they would fit you that well."

"What are they?"

"Traptrix and Prank-kids."

"What do you think I should pick?"

"Not sure. It's up to you. But before you decide, let's go over the rules." Militia answered.

"Alright. Where should we start?"

"Let's begin with types." Militia answered as she began showing her sisters the basics of Yu-Gi-Oh.

Across Town

With Arslan

"Okay, guys. I think we can call it for today. Good work." Arslan said as she and her team finished their morning training.

"Thanks." Bolin said as he wiped the sweat off his face with a towel.

"Well, we're off now." Nadir said.

"Where are you two going?" Arslan asked, curious.

"We're heading into town. Since we don't have anything else today, we might as well enjoy our time here." Bolin answered.

"Alright. Be careful, though, and remember some of the laws here are different than in Mistral." Arslan reminded. But she was also internally thankful that Bolin and Nadir quickly forgave her for not being there for their match.

"Right. See you later." Nadir said as they left. And as they did, Arslan sighed in relief that they didn't see the news report of her duel with Jaune, Flynt, and Militia. However, that left her with the last member of her team. And Arslan was not looking forward to this. And the glare Reese was sending her way all but confirmed it.

"So." Arslan said, unsure of what to say.

"So." Reese said, glaring at her leader.

"Sorry." Arslan said. "For yesterday."

"You know you could have given us a call to give us a heads up that you weren't going to make it in time for our match."

"I know."

"And you could have called us to help you escape your fans and the news reporters."

"I know, Reese. I'm sorry. I should have kept track of the time and given you a heads-up when it was getting late."

"Either way. I'm still glad you're okay. I was worried since I had seen what crowds of people could do. And from the rumors I heard a while back, I'm relieved that Lisa decided to go somewhere else and not chase after you and the others. It would not have ended well."

"Thanks, Reese." Arslan said, smiling.

"Hey, that's what teammates are for. We have to look out for each other. And besides, you're not just my leader; you're my friend." Reese said as she pulled Arslan into a hug.

"Thanks, Reese. You're the best friend I could have asked for." Arslan said as they separated.

"But you still owe me for scaring me."

"I figured." Arslan said, smiling while rolling her eyes. "What do you want?"

"If it's alright with you, think you can teach me how to play the card game you were playing yesterday?"

"You mean Yu-Gi-Oh?"

"Yeah, that."

"Sure. But I have to warn you, it can get confusing at times and will take some practice for you to get the hang of it."

"Come on, Arslan. You know I love a challenge, regardless of what it is."

"True."

"Also, after you finish teaching me the rules, do you think we can duel each other?"

"Yes, but you would need a deck, and I don't have any others on me."

"Actually, I already have one." Reese said, pulling a deck from her hoodie's pockets and showing it to Arslan.

"How do you have a U.A. deck?"

"Ater seeing the news report, I went out to try and find you. And while I was out, I met this blue-haired guy, and after a quick conversation, he gave me this deck."

"That's it?"

"That's it."

"Did he say anything else?"

"Well, he did say to take special care of it. But he didn't say why."

'Huh. Whoever this blue-haired guy is, he knows about Duel Spirits. Either way, I should find him and thank him for giving Reese a deck that surprisingly fits her.' Arslan thought. "Well, either way. That saves us the trouble of finding a deck for you since I think the U.A. archetype fits you perfectly."

"Really? Why?"

"Well, I know you love sports, especially skating on your board. And the U.A. archetype is all about extreme sports, hence the name Ultimate Athlete."

"Neat. So, can you teach me?"

"Sure. But let's head back to our room first." Arslan answered. Nodding, both returned to their shared room.

Kame Game Shop

With Jaune

"Okay. It took a while, but I found the best deck for you, Doctor Oobleck." Jaune said.

"And what is it called, Mr. Arc?" Doctor Oobleck asked, curious.

"It's the Ancient Gear deck. It's comprised of monsters resembling armored robots of varying designs, with their bodies featuring unions of cogwheels and gears. And, as the name suggests, they are very old. However, while it is only speculation, it is theorized that the spirits of ancient warriors inhabit these machines. I figured they would be a good fit since you know how to lead and have great battle tactics but also because of your love for history."

"I see. Thank you, Mr. Arc. I will take this deck."

"Alright. 'Jade' will help you out with your purchase. And whenever you're free, I can help you with some of the rulings and mechanics of Yu-Gi-Oh."

"Very well. I will see you back at Beacon, Mr. Arc. Have a nice day." Doctor Oobleck said before turning around and heading to the counter.

'Now I just need to find a deck for Port.' Jaune thought before turning around to help his other professor. "Do any of the decks stand out to you, Ms. Goodwitch?"

"Some, like these wizards." Glynda answered, pointing to the Windwitch deck. "But for some reason, I feel like they might not be a good fit. I know that sounds ridiculous, but that's how I feel about them."

"No, that's understandable. And it makes sense since they might not fit your playstyle or who you are. But I think I know the perfect deck for you."

"What is it?"

"It's the Spellbook of Prophecy deck. It's all about spell cards called Spellbooks that support their monsters, called Prophecy monsters. And the Prophecy monsters have effects that support each other and revolve around Spellbook spell cards. Their playstyle is a little tricky since you have to keep track of a few things, but they are pretty strong and not as confusing as other decks."

"Hmm. They do seem interesting. And some of their artworks remind me of when I was training with my semblance and fighting skills."

"Really?" Jaune asked, surprised.

"Something not many know about me, and you will not tell anyone else, Mr. Arc, is that I trained using books from past huntsmen for a better part of my early years. Due to certain circumstances, I couldn't attend primary combat school. So I sought an alternative: books written by retired huntsmen. And their writings are where I gained most of my skills and learned to master my semblance. So, in a sense, this deck reminds me of myself. Plus, books do contain knowledge, and judging by the artwork, the monsters recognize that as well."

"Wow. I was not expecting that. But I will keep it a secret." Jaune said before clearing his throat. "Do you want to take that deck or keep looking?"

"I think I will take this deck."

"Alright. Do you want to see anything else, or is that it?"

"Does this store sell mats? And do they have cases to store the deck?"

"Yes, they do sell playmats and deck boxes."

"Do they have ones that have designs of my deck on them?"

"Yes. But those are custom, and the store does sell them, but they are a bit expensive. But I do know a site that also sells custom mats and deck boxes for a lower price. And they are having a sale now, so they are even cheaper."

"Can you send me the link when we return to Beacon?"

"Of course." Jaune answered. "Anything else?"

"One last thing. From the news report, I know those Duel Disks are only for tournament winners. Are there any other devices that do the same thing?"

"Yes. The hologram templates." Jaune answered, pointing to the display case.

"They seem a bit pricey. But I think I will still buy one." Glynda said after looking at the price tags. "And that will be it."

"Alright. Let me get Jade so she can get the key."

Five Minutes Later

"And here's your receipt." 'Jade' said as she handed Glynda her receipt.

"Thank you, and have a nice day." Glynda said as she grabbed the receipt before exiting the store with Jaune following. "Thanks for accompanying me, Mr. Arc."

"You're welcome, Ms. Goodwitch." Jaune said.

"If you don't mind me asking, are you in a relationship, or have you developed feelings for someone or some people yet?" Glynda asked, surprising Jaune.

"Ah, well, I'm not in a relationship yet. But... I did gain some feelings for a few people."

"Do they know, or do you know if they hold feelings for you?"

"No, they don't know. But I doubt they would have feelings for me." Jaune said, slightly upset.

"Do you know that for certain?"

"No."

"Then I suggest you talk to them. After all, there is no harm in asking; the worst they can say is no. And you might be surprised by their answers."

"You're right. When we return to Beacon, I'll ask them."

"Be sure that you do; otherwise, things might not end well." Glynda said, recalling how intensely Velvet and Pyrrha glared at each other.

Meanwhile

Beacon

Student Lounge

"Alright. You know how it goes, right?" Pyrrha asked as she activated her hologram template.

"Whoever wins this duel gets to ask Jaune out. And we can each use only two banned cards." Velvet answered as she shuffled her deck.

"And the other can't interrupt or sabotage in any way when the winner asks out Jaune."

"And if he doesn't realize we're asking him out on a date?"

"Then the loser gets their turn."

"Fair. Anyway, high roll?"

"Sure." Pyrrha answered as Velvet pressed the button that rolled a hologram die.

"Eight."

"Nine." Pyrrha said as she and Velvet drew their cards. "I'll let you go first."

"Alright. First, I'll activate Pot of Duality." Velvet said as she drew three cards and showed them to Pyrrha.

However, Pyrrha smirked while Velvet groaned when they saw that two of the three cards were Pot of Duality cards while the last one was Heavy Storm Duster. Sighing, Velvet returned the two Pot cards and shuffled her deck before adding the trap card to her hand.

"Okay. I set five and end my turn."

"My turn. I draw." Pyrrha said as she drew a card. "Hmm. I'll activate my field spell: Sogen."

"On activation, I activate my trap card: Heavy Storm Duster. Response?"

"No. Go ahead."

"I'll destroy two cards. And because they were Artifact monsters, I can special summon Artifact Caduceus and Artifact Achilleshield back to the field from the graveyard." Placing the cards on her side of the field, the template generated a hologram of a caduceus and a

shield. And a second later, an orange and purple figure appeared beside their respective weapons. "Since I special summoned during your turn, their effects activate. "You cannot target Artifact monsters for attacks, and each time I special summon an Artifact monster, I get to draw a card.

Grabbing his shield, Achilleshield slammed it into the 'floor,' causing a symbol of his shield to appear on himself and Caduceus. Caduceus closed his eyes before placing it on the ground and flipping a switch, causing the centerpiece to glow.

"Anything else?" Pyrrha asked.

"No. Continue."

"Okay. I will summon Heroic Challenger - Double Lance. And his effect lets me special summon one Heroic monster from my hand or graveyard to the field. I'll summon Heroic Challenger - Thousand Blades."

Placing the card on the template, the hologram of Double Lance appeared in the center column with two lances showing up in front of him. He grabbed one while twirling and slamming the other into the spot next to him. A second later, Thousand Blades appeared and grabbed the spear.

"Now I will activate Thousand Blades's effect. By discarding Heroic Challenger - Ambush, I can special summon Heroic Challenger - Assault Halberd from my deck. And because I have more than two warrior-type monsters on my side of the field, I can special summon Heroic Challenger - Morning Star from my hand."

Grabbing one of the blades off his back, Thousand Blades raised it to the sky before throwing it at the spot next to him as Assault Halberd appeared. Then each of the Heroic Challenger monsters looked toward the last remaining free spot, waiting for their last comrade to arrive. But unlike how they appeared, Morning Star fell from the sky.

"And on summon, I activate Artifact Sanctum, which lets me special summon one Artifact monster from my deck. I'll summon Artifact Scythe, and because I special summoned an Artifact during your turn, Caduceus's effect lets me draw one card." Velvet said as she drew a card while Scythe appeared on the field. But it then quickly flew to Pyrrha's extra deck and attacked it twice, with chains appearing to wrap around it a second later.

"Heroic Challenger - Morning Star's effect still activates, letting me add one Heroic spell/trap card from my deck to my hand. I'll add Heroic Advance." Pyrrha said, adding the card to her hand.

"Oh, I'm not done. I'll activate my spell card: Artifacts Unleashed. This card lets me to XYZ summon on your turn using two Artifact monsters I control. I XYZ summon Artifact Durendal." Grabbing Achilleshield and Scythe, Velvet placed them on each other before placing Durendal on top. The template then created a hologram of a blue and red figure holding a massive sword. "And because I special summoned another Artifact monster during your turn, I can draw another card."

"Since I can't do anything else, I set two cards and end my turn." Pyrrha said as she set two cards.

"My turn. I draw. Alright, not the best hand but here goes. I set one card, and because I don't trust your set cards, I activate Mystical Space Typhoon to get rid of the one behind Morning Star." From the card, a typhoon emerged and struck Pyrrha's face-down card.

"I'll chain it by activating it. It's Impenetrable Attack. And I choose to use the effect that lets me not take any battle damage this turn." Pyrrha said, activating her card.

"We can't have that. I activate my Artifact Durendal's effect. Now it becomes: destroy one of my spell and trap cards." Velvet said, removing an overlay unit from her XYZ monster.

"Great. So I chose the only one you have."

"And it's Artifact Aegis. And because of her, my monsters can't be destroyed by card effects, and you can't target them with card effects either." Velvet said as a shield appeared with Aegis next to it. "And Caduceus lets me draw a card."

"Damn it." Pyrrha muttered. But internally, she was happy as Velvet took the bait.

"Now I will link summon using Artifact Caduceus and Artifact Aegis to summon Artifact Dagda. But to use its effect, I need another effect to go off. So I'll activate Forbidden Chalice on my Durendal. It does negate its effect, but I already used it." Once Velvet activated the card, a chalice appeared in Dagda's figure's hand, with it drinking from it a second later. "Now Dagda lets me set one Artifact monster from my deck to my field. I'll choose Artifact Mjollnir. I set one card and enter the battle phase. My Dagda will attack your Thousand Blades."

"Did you really forget about my other trap card, Velvet? I activate Heroic Advance." Pyrrha said, activating her trap card.

"Damn it. How could I have forgotten about that card." Velvet growled. "So what are you targeting?"

"I'll target my Heroic Challenger - Assault Halberd. And now, because of Sogen, it has 4000 attack points. So you take 1,200 points of damage."

"Not too bad. And I keep my monster." Velvet said as she changed her life points to 6,800.

"And because Halberd dealt damage, I can add one Heroic card from my deck to hand. I'll take Heroic Challenger - Extra Sword."

"Okay. Your Thousand Blades is at 1500 attack, and so is my Artifact Dagda. So I'll end my turn."

"My turn. I draw. I will now XYZ summon using Assault Halberd and Heroic Challenger - Double Lance to bring out Heroic Champion - Claivesolish. And then, I will use Heroic Challenger - Morning Star and Heroic Challenger - Thousand Blades to summon Heroic Champion - Excalibur." Nodding toward each other, the Heroic monsters grabbed their weapons and clashed them against each other before merging into the XYZ monsters.

"Oh. This won't be good." Velvet said.

"Now I will summon Heroic Challenger - Night Watchman and move to the battle phase. My Heroic Champion Claivesolish will attack your Artifact Durendal for 300 points of damage." Taking his sword out of the ground, Claivesolish lunged and swiped at Artifact Durendal, destroying it.

"He's gone." Velvet muttered.

"Excalibur will attack your Artifact Dagda for 700 points of damage."

"That's me at 5800."

"And Night Watchman will attack for 1400."

"4000. My turn?"

"Yes. I end my turn."

"I draw. Damn it. I set one card and end my turn." Velvet said, setting one card.

"My turn. I draw. First, I'll summon Heroic Challenger - Knuckle Sword. Since I don't trust your back row, I won't activate Excalibur's effect. So I'll move to the battle phase. Excalibur will attack directly for 2200 points of damage." Pyrrha said, with Excalibur attacking directly.

"At 1800 now."

"Soon to be zero. Night Watchmen will attack for 1400 points of damage."

"400."

"Hmm. You haven't activated anything yet. Better safe than sorry; I'll attack with Knuckle Sword next."

"I activate Double Cyclone, destroying your field spell card and one of my spell/trap cards."

"Not like it will make a difference. What's your set card anyway?" Pyrrha asked.

"It's Artifact Mjollnir, and he shares the universal Artifact effect of returning to the field. But his unique effect lets me special summon one Artifact from my graveyard to my field. I'll summon Artifact Aegis." Velvet said as her monsters returned to the field. But had they been paying attention, Pyrrha and Velvet would have noticed that their monsters seemed exasperated for some reason.

"Since new monsters are on the field, I will have to redeclare my attack target. I'll attack your Artifact Mjollnir with my Heroic Champion Claivesolish."

"I'll activate my trap card: Last Turn." Velvet hastily said.

"LAST TURN!?" Pyrrha asked, shocked.

"If I'm going down, I'm taking you with me." Velvet declared. "Now, choose your monster from my deck. I choose my Artifact Aegis."

"I'll choose my Heroic Challenger - War Hammer. And since Last Turn forces me to attack, I'll have my War Hammer attack your Aegis." Lifting her hammer, Heroic Challenger - War Hammer lunged at Artifact Aegis. But Aegis stood firm and withstood the attack. However, because of this, the end result of the duel was a draw.

"Great. It's a tie." Velvet and Pyrrha said as they shut off their templates.

"So, what now?" Velvet asked.

"We said whoever wins gets to ask out Jaune first, with the loser going after. But our duel ended in a tie." Pyrrha answered with a sigh. "Maybe we can find another way to settle this until Jaune gets back."

"Where is he?" Velvet asked, curious.

"He went into town with Oobleck and Goodwitch to pick out decks for them."

"I'm still surprised they want to learn Yu-Gi-Oh."

"Yeah. I was surprised too."

"What time do you think Jaune will get back?"

"Not sure. But I think he will arrive..." Pyrrha began but stopped herself when they heard the door open, with Jaune stepping into the room a moment later. "Right now."

"Hey, guys. What's going on?" Jaune asked, unaware of the glare Pyrrha and Velvet sent each other. But when he didn't get a response, he slowly grew uneasy."Pyrrha? Velvet? Everything alright?"

"Well. Whoever won got the first chance, and the loser went after. But it ended in a tie." Velvet said.

"So we both do it at the same time." Pyrrha continued.

"And we'll let Jaune decide." They simultaneously said before getting up and moving to Jaune, who became unnerved with each step.

"What will Jaune decide?" Jaune asked, swallowing a lump in his throat.

"Jaune. Honestly. Tell us what you think about us." Pyrrha said.

"Yes, Jaune. Tell us what you think about us." Velvet said.

"Um. Well. You two are both beautiful and gorgeous. Not to mention you're both badass and skilled huntress-in-training that can take out nearly anyone in this school. Not only that, you two are great teammates and even better friends. I'm glad to have and know the both of you." Jaune answered, causing both Pyrrha and Velvet to blush. "Why do you ask?"

"Before we answer that, we need to ask, do you have a girlfriend, Jaune?" Pyrrha asked.

"Uh, no."

"So, your single?" Velvet asked.

"Yes. I'm single. Why?"

"Well. You see, Jaune. Velvet and I have been competing for a while, but it always ended in a draw. So we want you to settle this." Pyrrha answered.

"Settle what?"

"Well, Jaune. I'll put it bluntly since you've been oblivious to all the other hints we've dropped. We are in love with you. And we want you to decide. Will you go out with me on a date?" Velvet asked.

"Or will you take me out on a date?" Pyrrha asked.

"Uh. Ah. Um." Jaune stuttered.

"So, Jaune. What will it be?" Pyrrha and Velvet asked, moving closer to him, where he could now smell their perfume. But he didn't. Right

now, his mind was in overdrive as this situation was something he had never thought would happen. Much less with the two girls he had feelings for. So, naturally, Jaune did the one thing one might expect from being in a situation like this.

He fainted.

"JAUNE!" Pyrrha and Velvet shouted, worried when Jaune fell to the floor on his back.

"Is he okay?" Velvet asked as Pyrrha checked his pulse.

"He's fine. Just unconscious." Pyrrha answered with a sigh.

"What now?"

"There's not much we can do. Let's just get Jaune to the couch."

"Alright."

"Get the legs. I'll grab his arms."

"Why do I get the legs?"

"Because only I'm qualified to do it."

"Yeah, right. Just because you are his team partner doesn't mean you know everything about him."

"You're just jealous that-" Pyrrha began, ready to stand her ground but stopped when they heard two unfamiliar voices.

"Will you two please stop arguing!? It's getting annoying." The voices said. Turning to where they came from, Pyrrha and Velvet became surprised when they saw two strange figures. One was a tall figure clad in white armor and was holding two spears. The other was a yellow lady wielding a giant shield.

"Uh, who are you two?" Velvet asked, worried.

"And how did you get in here without anyone knowing?" Pyrrha asked as she and Velvet moved to stand in front of Jaunee.

"Don't you recognize us?" The one holding the shield asked with a chuckle.

"Both of you seem familiar, but I can't quite make out why or where we saw you before." Velvet answered.

"Yeah. Where have we seen you... wait. You look like my Heroic Challenger - Double Lance." Pyrrha said, surprised.

"And you look like my Artifact Aegis." Velvet said, wondering if she had taken something that was messing with her mind.

"That's correct. We're your monsters." Double Lance said with Aegis nodding. "We're Duel Spirits."

"How's that possible?" Pyrrha asked.

"And how do we know you're not just some people wearing costumes?" Velvet asked. Instead of answering, Aegis and Double Lance nodded before the other monsters from their respective decks appeared in the room.

"Now, do you believe us?" Aegis asked, chuckling at her deck master's expression.

"Or do you require more proof?" Double Lance asked. But he groaned when Pyrrha and Velvet both fainted. "I should have seen that coming."

"Honestly, it was obvious. Either way, we should put them on the couch and wait for them to wake up." Aegis said before perking up when they heard a soft growl.

"It seems like the other families are getting ready to introduce themselves to their deck masters." Double Lance said.

"This is going to be fun."

"You say fun; I say chaotic. Come on, help me out. Let's get our deck masters comfy on the couch and prepare to explain everything."

"Alright." Aegis said, placing her shield on the side of the couch before moving to help Double Lance.

Notes:

IrishKatana: I think Tenyi might fit a pre-fall of Beacon Yang because Tenyi are martial artists, the dragons are Eastern styled, and the big boss is a big yellow dragon/ a big berserker dragon, which fits Yang. Swordsoul and a Swordsoul/Tenyi hybrid deck; I'm not too sure.

IrishKatana & masters123lfm: I honestly did not know about Team SLVR until I saw your reviews. And aren't they a fan-made team and not an official one? But if you two want, I can add them. But the only deck I think that might fit them is a Sun and Moon deck that has Sun Dragon Inti and Moon Dragon Quilla, but that's a stretch. If you can think of a deck that might fit them, I'll use it. And yes, I can have them duel against Team Rwby. But how should it go? 1v1, 2v2, 3v3, or 4v4?

The next chapter will have the Duel Spirits finally reveal themselves.

Chapter 7

Remnant: Time to Duel

Chap 7

"Augh, my head." Velvet said as she felt her pounding. Placing her hand on her head, she tried to open her eyes, but the light forced her to close them. "What happened?"

"I think we fell unconscious. But I'm not sure why or how." Pyrrha groaned while rubbing the sore spot on her head.

"I don't remember anything past our duel that ended in a draw. What about you?"

"Same. But I remember us talking to Jaune. But about what, I don't know. You?"

"I can't remember. Hopefully, it wasn't anything embarrassing." Velvet said. But she and Pyrrha went tense when another voice answered.

"That depends on how you look at it."

"And while you two weren't embarrassed when you said it, I'm sure once you remember, your cheeks will go redder than the Fire Kings fire attacks." Another voice added. Turning around, Pyrrha and Velvet saw Heroic Challenger - Double Lance and Artifact Aegis sitting on the opposite couch.

"Uh-" Velvet and Pyrrha said, unsure what to do or say.

"Please tell me you two aren't going to faint again." Double Lance said.

"Oh, calm down, Lance. You know it's normal for Deck Masters to faint when they see Duel Spirits for the first time. I'm pretty sure their crush fainted a few times when the Noble Knights and Infernoble Knights families appeared to him." Aegis said.

"JAUNE!" Pyrrha and Velvet shouted when they noticed their friend unconscious on the remaining couch.

"Jaune. Are you okay?" Velvet asked, checking his pulse.

"What happened to him?" Pyrrha asked, worried.

"He fainted when you both confessed your feelings to him, asked him out simultaneously, and asked him to choose on the spot." Double Lance answered, causing Pyrrha and Velvet to blush heavily.

"But we asked one of his Duel Spirits to check on him. They said he was fine and should wake up within the next half hour." Aegis said, causing Pyrrha and Velvet to sigh in relief.

"That's good." Pyrrha said as she sat on one side of Jaune.

"But what now?" Velvet asked, sitting on the other.

"Not much we can do aside from wait. But we can answer any questions that you might have." Double Lance answered.

"I think we ask some of our questions since we're still confused about some things." Pyrrha said.

"Alright. What do you want to know?" Aegis asked.

"You two are Duel Spirits, right? Is that what you two are called?" Velvet asked.

"Yes. We're Duel Spirits, and that is the correct term."

"Does every monster card have a Duel Spirit?"

"Not every monster card. But there is a Duel Spirit for each monster." Double Lance answered. "And to clarify, there are multiple copies of each card. But there is only one Duel Spirit belonging to that card."

"How about spells and traps?" Pyrrha asked.

"That one depends on the card as some are places, attacks from others, or items such as swords." Aegis answered.

"What about some of the Extra Deck monsters?" Velvet asked.

"That would again depend on the card. Some are simply two or more monsters standing together, others are monsters fused together to make a new one, and some are their own." Double Lance answered.

"Are our other Duel Spirits here or somewhere else?" Pyrrha asked.

"They are back in the decks. Think of them as a portal or gateway back to our world, specifically where we live." Aegis answered.

"We came out as we felt it was time to introduce ourselves to you, our Deck Monsters. But we became irritated when we heard you two competing again." Double Lance added.

"Sorry." Pyrrha and Velvet sheepishly said.

"It's fine. But calm down on the competition. It's starting to get out of hand." Aegis said.

"Any other questions?" Double Lance asked.

"Yes. Will the other Duel Spirits from our decks introduce themselves?" Pyrrha asked.

"And will our friend's Duel Spirits introduce themselves to them?" Velvet asked.

"They will, but in a little bit. We were just sent ahead of the others to prepare you for everything." Double Lance said.

"And your friends' Duels Spirits should appear to them..." Aegis began, but a loud roar stopped her.

"What was that?" Pyrrha asked, worried as the room shook a little.

"It seems like some Duel Spirits just introduced themselves." Double Lance answered, chuckling at the familiar roar.

A Few Minutes Ago

Cliff overlooking the Emerald Forest

"Wow. It's such a great day." Nora said, relishing the day's warm temperature.

"It is." Ren agreed, smiling as his friend bounded around with her usual limitless energy. "And I'm glad we have these days off to enjoy it."

"We can even have a picnic. We can invite Team Rwby and Team Cfvy."

"A picnic would be nice. After all, it would be a shame to let such a nice day go to waste. But we still need to wait for Jaune to return." Ren said.

"Yeah. I can't believe he ditched us right before our match."

"Nora." Ren warned.

"What? He did!"

"Yes, in a sense, Jaune did. But he was testing out the device. And because he was invested in the duel, he probably failed to realize the time. Otherwise, he would have at least given us a notice about not being able to make it." Ren sighed. While he was slightly irked at being forced to forfeit the match due to Jaune's absence, he quickly understood why when he saw the news broadcast. Ren noticed that the Duel Disks they were using were far different than the ones they

saw during Jaune and Ilia's duel. He figured they were testing a new version of the Duel Disk and would send back reports to Jaune's sister-in-law.

"I know. But he could have at least told us in advance, so we didn't worry when we didn't see him."

"I agree. Maybe we should remind him when he returns." Ren said, smirking. And from the smirk, Nora knew what he meant.

"Yeah. It will teach our fearless leader not to-" Nora began, but Ren interjected.

"Careful, Nora. You're getting close to the springs. I remember overhearing the faculty say one of them is faulty. It could be anyone one of them, and we don't have our weapons on us." Ren warned when Nora got dangerously close to one. And even though he knew Nora could take out most minor grimm without a weapon, he did not want to risk it.

"Oh, right." Nora said, moving away from them. But as she did, they heard the sounds of a bullhead landing, which meant that Jaune had returned.

"Looks like Jaune returned. Let's go ask him how it went."

"Yeah. And let's see what decks he gave our professors." Nora excitedly said. But because of her excitement, she unknowingly ran on top of one of the springboards, which just so happened to be the one malfunctioning. Before she could get off, it launched her into the sky over the Emerald Forest. "AAAAHHHH!"

"NORA!" Ren shouted, worried for his friend as she tried to right herself.

Seeing his best friend sailing through the air, Ren tried to come up with a plan to get to her as fast as possible. On the one hand, he could just go down into the forest to try and help Nora. But that ran

the risk of running into some Grimm unarmed. Not to mention, while her aura would protect her, there was still the chance she would get hurt upon impact. On the other hand, he could go back and get his weapons and possibly one of the remaining faculty to help. But that might take more time than he had.

'Damn it.' Ren thought as he ran to the nearby console that controlled the springboards. But before Ren could input any command, he tensed up when he felt someone place their hand on his shoulder.

"Relax, young warrior. Your friend will be alright." A voice said. Turning around, Ren came face to face with three older males clad in traditional clothing that reminded him of some villages in Mistral.

"Uh. Who are you three?" Ren asked, desperately wishing he hadn't placed his weapons in his locker.

"We will tell you shortly. But first, let us wait until your friend is safely on the ground again." The make on the right said.

"How do you know that?"

"Look." The male on the left answered, pointing toward Nora.

Turning around, Ren saw that Nora was still flying through the air. But it seemed like gravity was already taking over as Nora started descending rapidly. Yet, not even a second later, the deck box Nora kept on her hip started to glow. And from it emerged a massive green dragon.

"WOAH!" Nora shouted as she grabbed onto the fins of the dragon for dear life. Thankfully, the dragon came to a slow stop, which allowed Nora to adjust her grip and sit on the dragon's back. But she couldn't take it easy for long as the dragon turned around and headed back for Beacon. Once they arrived, they landed near Ren and the three other males.

"NORA! Are you okay?" Ren asked as he and the others ran up to them as Nora got off the dragon.

"AGAIN!" Nora shouted, having enjoyed the ride.

"Nora. Are you okay?"

"I'm fine, Renny. A little startled but fine." Nora said, shaking off the adrenaline rush. But she then noticed the three mysterious males. "Who are they?"

"I'm not sure. But they seem familiar."

"Take a moment to think about it, young warrior." The center male said.

"It will come to you." The male on the left said. Nodding, Ren took a moment to concentrate and try to remember why the new people looked familiar. And after a moment, he did.

"You're Masterful Sun Mou, Ingenious Zhuge Kong, and Virtuous Liu Xuan. You three look like the monsters on my Ancient Warrior monster cards." Ren said, pulling out his deck and showing the monsters with those names.

"That we are. It is an honor to meet you, Deck Master Lie Ren." Virtuous Liu Xuan said as he and the other two bowed.

"So that would mean this cute dragon is Thunder Dragon." Nora said as she turned to the dragon that saved her. And it would have nodded had it not enjoyed the petting and scratches Nora was giving it.

"That is correct." Ingenious Zhuge Kong said.

"But how are you all here?" Ren asked, having trouble believing what he was seeing.

"We are Duel Spirits. Think of us as the souls of the monsters on your cards. That is the best way to describe it. But to answer one of your questions, we are as real as you two are." Masterful Sun Mou said with the others nodding.

"Wow." Nora and Ren said, shocked.

"Are there more of you?" Nora asked, curious.

"As in from your decks, yes. They will arrive shortly, though. But as in other decks, the answer is also yes. However, whether they decide to introduce themselves always remains to be seen. Sometimes they do, like us, and other times, no." Ingenious Zhuge Kong answered.

"Do you know of anyone else that has met their Duel Spirits?" Ren asked.

"Yes. Some of your friends will soon meet their Duel Spirits. All except one, as he already has." Masterful Sun Mou answered.

"And we think you two know who we're talking about." Virtuous Liu Xuan added.

"Jaune." Ren and Nora said, earning a nod from their Duel Spirits.

"Is that how he got so good?" Nora asked.

"No. He only met the Duel Spirits of his Noble and Infernoble Knights the same year he stopped going to tournaments." Ingenious Zhuge Kong answered.

"Your friend, Jaune, earned his skills from experience and how long he has been playing. But do not fret; you will reach that skill level in time." Virtuous Liu Xuan added.

"Well. This day certainly turned interesting very fast." Ren said.

"Yeah. But in a good way." Nora agreed while hugging her Thunder Dragon. "But what now?"

"I think we should go meet up with the others." Ren answered.

"Good idea. Let's go." Nora said. Nodding, Ren and Nora headed inside while their Duel Spirits returned to their respective decks.

Meanwhile

Bullhead heading toward Beacon

"So." Yang said, unsure what to say or do.

Currently, Yang, along with Ruby and Blake, were taking a bullhead back to Beacon. Typically, Weiss would have been with them, but she was spending the day with her sister, Winter. But it was, in a sense, a sort of blessing given their current predicament. And that predicament was that they were not alone on the bullhead. And they were not talking about the pilots.

"Is something on your mind, Fire Fist - Hatchling?" Brotherhood of the Fire Fist - Spirit asked.

"Uh, yes. But it relates to everything that's happening." Yang answered, still surprised that the Duel Spirit of one of her monster cards was sitting beside her. But what was more confusing was how, despite being comprised entirely of fire, she was not burning the seats. "Also, I'm not a hatchling. I'm seventeen. And I'm a huntress-in-training, meaning I'm an adult."

"Only by your world's job's technicality. Outside of that, you are still a hatchling; as such, that will be your title until you reach full maturity. Both in age and mentality."

"Fine." Yang said, annoyed, as an ager symbol appeared in her head. *'She is so lucky I don't have Ember Celica on me.'*

"Even if you did, you would be unable to harm me. I am literally a spirit composed of fire. All your attacks would harmlessly pass through me."

"Oh, right." Yang said, shocked and nervous that Brotherhood of the Fire Fist - Spirit knew what she thought. "How did you?"

"You think your thoughts so loud; it is hard not to hear them."

"Oh." Yang said, not sure how to respond. Luckily, she didn't need to.

"So when you guys fuse together, you create a new form with new powers and abilities?" Ruby asked, laughing in delight as she sat on Elemental Hero Avian's shoulder while he flew around the room.

"More or less. It's a lot more complicated than that." Elemental HERO Burstinatrix said with a shrug. "But that's a simplistic way of describing how we fuse to gain new powers."

"Does it apply to all Heros? Like the Masked Heros."

"No. Elemental Heros fuse together to make a new form. Masked Heroes are different. Think of it as a transformation into an alter ego when one puts on one of the masks." Elemental Hero Avian answered.

"And the Neo-Spacians?" Ruby asked, holding up the bag containing the new cards she had brought.

"Similar to us."

"Does it feel weird to fuse with someone else?"

"Only at first when we're fusing with someone we haven't fused with before. But after that, it no longer feels weird."

"What about Synchro, XYZ, and Ritual summoning?" Yang asked.

"No. Those bring out different monsters." Fire Fist - Spirit answered.

"I still can't believe there are Duel Spirits." Ruby said. "But I'm not complaining. This is great."

"It sure is." Yang agreed before turning to Blake. "Isn't it Blake?"

All they got in response was Blake and Lunalight Blue Cat looking up their books and giving them a raised eyebrow before returning to their books.

"I think she found her perfect Duel Monster partner." Fire Fist - Spirit chuckled as the bullhead landed at Beacon.

"Well, we're here." Blake said, annoyed, as she and Lunalight Blue Cat bookmarked their page before closing their books.

"So, what now?" Ruby asked, curious.

"We will return to your decks." Elemental Hero Burstinatrix answered.

"In the meantime, you three should meet up with your friends. They will be meeting their Duel Spirits shortly if they haven't done so already." Fire Fist - Spirit added before the three Duel Spirits returned to their respective decks.

"How awesome is this?" Ruby excitedly asked as they exited the bullhead.

"It's awesome. Who knew there were spirits of our cards?" Yang said before grumbling. "Granted, I'm not too thrilled she gave me the nickname of Hatchling."

"Now you know how I felt when you called me all those nicknames before we came to Beacon." Ruby said, happy her sister got to see how it felt.

"But you are the youngest, sis." Yang said before pulling Ruby into a headlock.

"Times like this make me glad I am somehow an only child." Blake said, watching Ruby struggle to escape Yang's grip. "But then again, it would have been nice to have someone, so it wasn't so lonely."

"But now you have us." Ruby said.

"True." Blake said, smiling. "But now I also have Duel Spirits that share the same interest as mine."

"Like reading smut." Yang smirked while releasing Ruby.

"IT'S NOT SMUT!" Blake shouted.

'IT'S ARTISTIC EROTIC FICTION!' Lunalight Blue Cat shouted from Blake's deck.

"See. She gets it."

"Whatever you say, kitty kats." Yang said, earning a snarl from Blake and her Lunalights. "Anyway, we should get going and find the others and see if they have met their Duel Spirits yet."

"I wonder if Jaune met the Duel Spirits before us." Ruby said.

"Probably. We should ask him when he gets back." Blake said.

"But don't forget. We have to guilt trip him a bit for making us worry so much." Yang reminded.

"But not too much since he did inadvertently help us move to the next round." Ruby said.

"Yeah. But he could have at least given us a heads-up, so we didn't have to worry so much." Blake said.

"Maybe he can make us those desserts again." Yang suggested.

"That'll work." Blake and Ruby said.

"Hey. There's Ren and Nora." Ruby said, pointing to the due.

"Hey, guys." Nora said as she and Ren ran toward them.

"How was your trip to Vale?" Ren asked.

"Fine. But we did make a... surprising discovery." Blake answered.

"So did we." Nora said.

"I bet ours tops yours." Yang confidently said.

"I doubt it."

"Hey. Where's Weiss? Didn't she leave with you guys?" Ren asked.

"She did. But Weiss went to spend the day with her sister." Blake answered.

"Oh, well. Hopefully, she makes a startling discovery soon." Nora said.

"I think she will. Anyway. Do you know where Cereal Girl and Team Cfvy are?" Yang asked.

"I think Velvet and Pyrrha are in the lounge. Dueling again." Ren said with a sigh.

"Figures." Team Rwby said.

"And the rest of Team Cfvy?" Ruby asked.

"And is Jaune back yet?" Blake asked.

"Team Cfvy is in their dorm, I believe. And I think Jaune is in our dorm since his bullhead arrived about ten minutes ago." Ren answered.

"Then let's go see our favorite Vomit Boy. And maybe he can answer some of our questions." Yang said.

"Like what?" Nora asked. Team Rwby looked at each other for a moment before deciding it would be better until everyone was

together.

"Let's wait until we're all in the lounge. So we don't have to repeat ourselves." Blake answered.

"And we can tell you what we just saw before you arrived." Ren said. Nodding, they made their way to the lounge.

Meanwhile

Team CFVY's Dorm

"Yatsu. Have you seen my beret?" Coco asked as she looked through her closet.

"Which one?" Yatsuhashi asked as he looked through his deck.

"My new one."

"You have three new ones, Coco. You have to be more specific."

"The one that's coffee-colored."

"Then I haven't seen it."

"I know it's here somewhere. I just-" Coco began but stopped when she felt someone tap her shoulder. But she didn't stop looking through her closet. "Yes?"

"Here you go, Coco. Your beret was on top of the closet." A voice said.

"Thanks." Coco said, grabbing her beret without looking back. But as soon as she put it on and closed her closet, she realized she didn't recognize the voice. Turning around, Coco came face-to-face with a floating machine with a big red head. There was also a painting of large teeth and big eyes. "Uh, who are you?"

"Don't you recognize me, Deck Master? I'm Springans Rockey." The machine answered.

"You do seem familiar, and the name does ring a bell. But I can't place my finger on it."

"Come on, boss. You can do it."

"Wait. You're a monster from my deck." Coco said, grabbing her deck and pulling out the Springans Rockey card.

"That's right, boss."

"What are you doing out of the card? How are you out of the card? What's going on?" Coco asked, confused and shocked.

"Simple. I'm a Duel Spirit, and it was about time I and the others introduced ourselves to you, our Deck Master."

"What?" Coco asked, now even more confused.

"Coco. Is something... What is that?" Yatsuhashi asked, confused at what he was seeing.

"Apparently, this is a Duel Spirit." Coco answered, still in shock.

"Like a ghost?"

"To a certain extent." Another voice answered. Turning around, Yatsuhashi and Coco saw another machine. But this time, it strangely resembled a samurai and wielded a strange weapon.

"What do you mean? And who are you?" Yatsuashi asked, getting into a fighting stance.

"Relax, Deck Master. I am Superheavy Samurai Big Benkei. I am the Duel Spirit of one of your monsters." The Duel Spirit explained. "Think of us as the spirits of your monsters. That's the simplest way of putting it."

"Alright. That makes sense, sort of. But why are you here?" Coco asked.

"I told you already, boss. It was about time we introduced ourselves to you." Springans Rockey answered.

"The Springan is right. It was time to introduce ourselves to you, our Deck Master." Superheavy Samurai Big Benkei added.

"Ourselves? You mean the rest of our decks will come out soon?" Yatsuashi asked.

"That is correct."

"Wow."

"This is something I was not expecting." Coco said.

"Don't worry, boss. No deck master does." Springans Rockey said.

"Wait. Are there other Deck Masters?" Yatsuashi asked.

"Yes. And your friends are or have met them already." Superheavy Samurai Big Benkei answered.

"Should we go meet up with the others, Coco?"

"I think so. But let's wait until Fox returns." Coco answered. But as soon as she said this, the door opened to reveal Fox and another person, whom they could only assume was another Duel Spirit.

"Hey, Coco. Yatsuashi." Fox said.

"Hey, Fox. Who's your friend here?" Yatsuashi asked.

"From what she says, she is SPYRAL Master Plan." Fox answered.

"And before you ask, yes. I am a Duel Spirit. And my family is the Spyrals." The lady said while scrolling through her tab.

"I'm going to need some extra strong coffee once this is all over." Coco said, rubbing her temples.

"Well. Now that Fox is here let's head to the others and see if they have met their Duel Spirits." Yatsuashi said, earning a nod from Coco and Fox.

"But do you know where they are?" Fox asked.

"The last of your teammate and her rival is in the student lounge. And the rest of your friends are heading there now." SPYRAL Master Plan answered.

"How do you know that?" Coco asked.

"I hacked into the school's security system and found them after going through a few monitors." She explained. "Your school really needs better security and firewalls."

"Let's just go before Glynda finds out, pops a vein, and gives us detention for life." Coco said as she exited the dorm, followed by Fox and Yatsuashi.

"I doubt she will, considering the Aromage Family is nearby." Superheavy Samurai Big Benkei said.

"Remind me one of you to ask the Aromages for a supply of candles. The others need it to unwind after long missions." Spyral Agent said.

"Alright."

"Only if you get your Spyral Quick Fix to help us out with our power supply." Springans Rockey said.

"Alright. I'll send him a message." Spyral Master Plan said, typing it into her pad.

Meanwhile

Lounge

"Ow. My head. Man. Did Saph throw a party again?" Jaune asked, holding his head as it throbbed. However, he tensed up when he felt something wet touch his head. Opening his eyes, he saw Isolde holding a damp rag on his forehead.

"Are you okay, Sir Jonathan?" Isolde asked.

"Yes. I'm alright, Isolde. But what happened?" Jaune asked, sitting upright. However, he froze when he saw all his friends nearby. But that's not what caused him to freeze. It was the fact that there were other Duel Spirits in the room as well. "Uh, what's going on?"

"We met our Duel Spirits." Nora said, atop her Thunder Dragon that somehow fit in the room.

"I... can see that." Jaune said, surprised but also glad. However, he still had a question on his mind. "Why does my head hurt? And what happened?"

"Your two friends here will answer after this meeting is over." Elemental Hero Burstinatrix answered while pointing toward Pyrrha and Velvet, who were blushing.

"Alright. But what's this meeting about anyway?"

"Nothing too important, Sir Arc." Infernoble Knight Captain Roland answered.

"The meeting is only to answer some of the questions our Deck Masters and others have." Springans Rockey added.

"And I bet they have a lot." Lunalight Blue Cat said. But as she said this, she never lifted her head from her book. And next to her was Blake, entirely focused on her book.

"I can imagine." Jaune said.

"How many questions did blondie have when you guys introduced yourselves to him?" Coco asked, pointing to Jaune.

"A lot. But we can not blame Sir Arc. It is only natural for a Deck Master to have questions." Infernoble Knight Captain Roland answered.

"Why do you call us your Deck Masters?" Ruby asked.

"Because that's what you are. You are the masters/leaders of our deck." Elemental Hero Avian answered.

"Oh. That makes sense."

"Wait. Why did you call Jaune, Sir Arc, and Sir Jonathan?" Pyrrha asked.

"That's just a title they gave me. Most families give one to their deck master." Jaune answered, with Roland and Isolde nodding.

"A title. Kind of like how Fire Fist - Spirit gave me?" Yang asked, curious.

"More or less. Different families do different things."

"What name did she give you?" Yatsuhashi asked.

"I gave her the title of Brotherhood of the Fire Fist - Hatchling." Fire Fist - Spirit answered, earning a hearty chuckle from everyone else and a growl from Yang.

"But that is a good title." Heroic Champion Double Lance said.

"One that she will eventually grow out of." Masterful Sun Mou added.

"Hopefully soon." Yang muttered.

"Wait. You said family." Velvet said, turning to Jaune. "Does that mean they are all related?"

"In some cases." Jaune answered.

"It is a term we use since we are close like a family and live together. However, the term you all use is Archetype." Spyral Super Agent added.

"Oh. Now I get it." Velvet said.

"Wait. I just thought of something." Blake said, putting her book down.

"What is it?" Lunalight Blue Cat asked.

"Aren't you all worried that someone other than us might see you?"

"Now, that is an excellent question." Superheavy Samurai Big Benkei said.

"And the answer is simple. You don't see us." Springans Rockey began before turning invisible and reappearing a second later. "But now you do. But only if we want you to."

"We could easily go around the school without anyone noticing us." Ingenious Zhuge Kong added.

"But we generally only allow our Deck Masters and other Deck Masters to see us." Isolde said.

"That's a relief." Blake said.

"Wait. You said you generally only allow other Deck Masters to see you." Yang said.

"That is correct, Hatchling." Fire Fist - Spirit said, earning a growl from Yang and a snicker from the others.

"But you can reveal yourselves to other none Deck Masters if you feel like it, right?"

"That is correct. But we don't do it often." Elemental Hero Burstinatrix answered.

"Where are you going with this, Yang?" Ruby asked.

"Does that mean the cute skeleton we saw during Neo's and Neptune's duel was a Duel Spirit?"

"Yes. It was. Neo's the Deck Master of Toons and Ghsotricks." Jaune answered.

"That must be a great headache she has." Virtuous Liu Xuan said, with the others agreeing.

"Why's that?" Coco asked.

"Ghostricks are known for their love of pulling pranks and scaring others. Toons are known for their mischievous antics. As you can imagine, it must be a headache watching over them." Isolde explained.

"What about Ilia?" Nora asked.

"She's the Deck Master of her Crystal Beasts." Jaune answered.

"And the others you met during that duel in the park?" Ren asked.

"They are Deck Masters as well."

"Are there any... families that are not friendly?" Velvet asked.

"A few. But it is for different reasons."

"Like?" Yatsuhashi asked.

"The Evilswarms, Steelswarms, and Shaddolls. But that's because some are like parasites, and others are corrupted versions of themselves." Heroic Champion Double Lance answered.

"Others are very protective of their homes like the Fire Kings, just like fighting like the Lavals, or want to conquer other lands like the Atlanteans." Artifact Aegis added.

"Any other questions?" Fire Fist - Spirit asked.

"Yes. Tons." Coco answered.

"What are they?" Infernoble Knight Captain Roland asked.

"Well. For starters." Coco said, getting comfy on the couch.

Meanwhile

Kame Game Shop

"So this is the place, Weiss?" Winter asked as she and Weiss entered the store.

"This is the place." Weiss answered, smiling. While she hadn't told anyone else, this store had become somewhat of a safe place for her when she needed to unwind. "Granted, I didn't get my deck from here."

"Where did you get your deck from, then? The one who introduced you to the game?"

"Yes. My teammates and some of our friends were having a small party to celebrate getting through a week of tests. My partner, Ruby, went to get some games and accidentally brought back the case that contained the Yu-Gi-Oh cards that belonged to Jaune Arc. And after a bit of explaining, Jaune introduced me to the game and gave me my Ice Barrier deck."

"Interesting." Winter said, mentally noting down the name so she could find him and thank Jaune later. "Is the game enjoyable?"

"Very, especially when your dueling with friends."

"Then perhaps it would be worth it to learn how to play the game."

"I can teach you if you want."

"I would appreciate that, sister." Winter said with a soft smile.

"Do you want to start now or later?"

"Well, I did clear out my schedule. So now will be fine."

"Okay." Weiss said, happy that she could spend time with her sister.

"What should we start with first?"

"I think we should start with picking out a deck for you. And we can go from there."

"Are there any decks that you think fit an aspect of mine?"

"I'm not too familiar with every deck like Jaune is. But one deck I recall seeing recently that might fit you is an archetype called Rikka."

"Very well. I trust you, Weiss."

"Now we just need to find it. Or ask if the shop has it."

"What are you ladies looking for?" A voice asked. Turning around, they saw Sugoroku Mutou's assistant walking up to them. But while Winter thought it was an ordinary faunus, Weiss knew it was Neo in disguise.

"Yes. I'm showing my sister the game and teaching her how to play it. Right now, we're looking for the Rikka deck." Weiss answered.

"Do you have it in stock?" Winter asked.

"Yes. It is in the back. Follow me." 'Neo' answered.

"Alright. We'll be back in a few moments, Weiss." Winter said as she followed Neo into the backrooms.

Nodding, Weiss turned around and headed to the adjacent room that had more decks. But instead of browsing or looking at the booster packs, her gaze immediately found and settled on the Nekroz deck. Sighing, Weiss walked over to the shelf, picked it up, and examined the Nekroz of Trishula card in front.

'Should I?'

Taking out her Ice Barrier deck, Weiss felt a well of emotions stir within her. While she thoroughly enjoyed playing with her Ice Barrier deck, she knew it struggled against anything slightly stronger and could easily be shut down. And she knew firsthand last weekend during the tournament. The first round was a good match, and she barely won. But Weiss practically couldn't do anything during the second round as her opponent prevented her from doing anything. And while the cards Jaune gave her did help, they weren't enough.

"But what about my Ice Barriers."

After the tournament and how badly she lost, Weiss contemplated switching decks. She then remembered about the Nekroz deck Jaune told her when he introduced her to the game. Initially, Weiss was ecstatic and almost impatient in getting to the shop to get the new deck. But as the hours passed, she began wondering about her Ice Barrier deck and what she should do with it.

"I could return it to Jaune. I know he takes good care of his decks. But... I don't want to abandon them. And I don't want to just place them in my desk where I might forget about them. What am I going to do?" Sighing, Weiss desperately wanted someone or something to give her some advice. But she nearly froze when a mysterious voice spoke up.

'Go with both. Forces together are always stronger.'

"Who said that?" Weiss asked, turning around. But she became confused when she didn't see anyone. However, she did feel something in her hand that held the Nekrox deck. Lifting it, Weiss felt something was off about it. For some reason, it felt different but in a good way.

"Everything alright, miss?" Sugoroku Mutou asked, walking up to her.

"Yes. I was just thinking about something."

"I see you have the Nekroz deck. Are you thinking of purchasing it?"

"Yes."

"And what about your Ice Barrier deck? If you want, you can trade it in for a discount toward your purchase."

"Actually." Weiss said. "I'll keep it."

"Alright. Come with me, and I'll ring you up." Nodding, Weiss followed Sugoroku toward the desk, where she saw Winter waiting for her.

"Did you find something, Wiess?" Winter asked.

"Yes. A new deck to try in combination with my Ice Barriers."

"Perhaps after you teach me the rules and mechanics of the game, we can face off against each other."

"That would be nice."

"Alright. That will be sixty lien in total." Sugoroku said.

"Here you go." Winter said.

"And here's your stuff. Have a nice day." Sugoroku said before heading to the back.

"Shall we begin our lessons here, Weiss?" Winter asked.

"How about we go to the park instead? It's a great day outside, and I have some game mats we can use to prevent our cards from getting damaged."

"Alright. Let's..." Winter said but stopped when she heard her scroll play a familiar ringtone. Sighing, she took it out and saw that Ironwood was contacting her. "Excuse me, Weiss. I need to take this."

"It's okay, Winter. We still have time."

"Thank you." Winter said as she cleared her throat while exiting the store. "Specialist Schnee here."

"Hey, Ice Princess." Neo said, getting Weiss's attention.

"Please don't call me that. I already have 'suitors' my *father* has lined up for me calling me that wretched nickname." Weiss said, turning to Neo. "Do you need something?"

"Yeah. Someone ordered a deck online and said she knew you. She also said to give it to you so you can deliver it to her."

"Really?" Weiss asked, surprised. "Do you know the name of the person that made this claim?"

"Her name is Penny Polendina. She said you're a trusted friend."

"Oh, Penny. Yes, I know her." Weiss said, surprised. While she hadn't interacted with Penny that much, she could still consider her a friend. "What deck did she purchase?"

"The Sky Striker Deck. She also purchased some game rulebooks, mats, and sleeves."

"Alright. I'll give it to her."

"Oh, and give this to your blonde friend. The one that showed you this place." Neo said, handing her a slip of paper.

"Uh. Alright." Weiss said, taking the paper. But before she could ask her question, she and Neo tensed up when they heard a crash nearby. Strangely, it didn't come from the backrooms. "What was that?"

"I'm torn between saying children and demons." Neo sighed as she got up. **"Sorry. But I got to handle this. And get a bottle of aspirin in the process."**

"That was weird." Weiss said, watching Neo leave.

"Is everything okay, Weiss?" Winter asked, entering the store.

"Yes. Everything is fine."

"What's with the extra bag?"

"Penny ordered a deck from here and asked me to pick it up and give it to her when we return."

"Oh, that's nice. Anyway. Ready to go?"

"Yes." Weiss answered as they exited the store and headed to the park.

Meanwhile

Across Town

"I activate Trickstar Bella Madonna's effect. I have eight Trickstar monsters with different names in my graveyard, so that's 1600 points of damage. Now I will complete the circuit. I'll Link Summon Trickstar Foxglove Witch and activate her effect, dealing 1400 points of damage." Vella cheered as her monsters started to sing, dealing the last amount of damage and reducing their life points to zero. But as

soon as the numbers changed to zero, Vella's smile disappeared and was replaced by a depressed look. "That's game. I win."

"You only won because Lycan decided only to stop your chains when it benefitted him the most." Ragora said as she collected her cards.

"Stop complaining, Ragora. This is supposed to be us having fun." Simin Megistus said as he returned to the table with the mail.

"Anything interesting?" Lycan asked.

"Of course, he would ask that." Ragora commented, earning a kick to the knee from Vella.

"No. Not really, aside from some of the standard things like bills." Simin answered as he looked through the mail. But he stopped on the last one as the symbol on it caught his attention. "What's this?"

"Another bill?" Vella asked.

"No. Something better." Simin said, standing up.

"What is it?" Agora asked, impatient, thinking it was something that would only benefit Simin.

"An invitation to a Yu-Gi-Oh tournament." Hearing this, the others perked up as they were not expecting that.

"An invitation to a tournament?" Lycan asked, surprised.

"Like a local tournament?" Vella asked.

"No." Simin answered

"Regionals?" Ragora asked.

"No."

"Then what kind is it?" Vella asked.

"Remember Seto Kaiba from the first Yu-Gi-Oh series, specifically the second season?" Simin asked, causing his teammates' eyes to widen in shock.

"You don't mean." Ragora asked.

"The creators of Yu-Gi-Oh are hosting a Battle City Tournament, and we are invited."

"REALLY?" Lycan asked, excited.

"Yeah. Each of us is invited."

"When is the tournament? And where is it?" Vella asked.

"Next month. But it doesn't say the location as they are still sorting out the paperwork."

"Then we better start practicing." Ragora said.

"We should also get out our Duel Disks." Vella said. Nodding, the others raced to get their Duel Disks and begin practicing.

Notes:

Just in case I caused some confusion from this chapter, The Duel Spirits are just companions to their Deck Masters and won't change the story in any major way.

Also, for the Tournament, should there be tag duels like how Kaiba and Yugi faced off against the rare hunters, minus the Shadow Realm trap floor. And should the finalist face off against a challenger of sorts with a very powerful deck?

Sorry for the no duels in this chapter; this was more to set the stages for the following chapters.

Chapter 8

Remnant: Time to Duel

Chapter 8

Please note the rating change. There will be some more mature scenes coming soon.

Two Weeks Later

"My turn. I draw. I activate Fusion Gate. And with it, I'll summon Elemental Hero Grandmerge by banishing Clayman and Sparkman. Then, I'll use my set card, Mask Hero, on Grandmerge to special summon Masked HERO Koga. And it gains 500 attack because you have a monster." Ruby said as she activated her cards. Fusion Gate moved to the center of the field while 'swallowing' Clayman and Sparkman. Elemental Hero Grandmerge appeared a second later from the purple vortex. However, as soon as it was on the field, it took out a mask and placed it on to transform into Masked Hero Koga, who flourished his arm blades.

'This is interesting.' Jaune thought, patiently waiting for Ruby to continue her play.

"Next, I'll activate Contact Gate from my hand. By banishing two Neo-Spacian monsters from my graveyard, I can special summon two from my deck or graveyard as long as they have different names. So, I'll banish Neo-Spacian Flare Scarab and Neo-Spacian Air Hummingbird to summon Neo-Spacian Dark Panther and Neo-Spacian Grand Mole. Now, I'll activate Monster Reborn to bring back Elemental Hero Neos. Next, I'll shuffle them back into my deck to bring out Elemental HERO Nebula Neos."

A portal appeared above Ruby's head, and from it came Dark Panther Grand Mole while Scarab and Hummingbird went into. Then

a coffin appeared on Ruby's side of the field, with it opening to reveal Elemental Hero Neos, who stepped out and got ready. They then looked at each other as a light appeared above them. It got so bright that neither duelist could make them out. But once it died down, they saw that they merged into Elemental HERO Nebula Neos.

"And because you control two monsters and a set card, Jaune, Elemental HERO Nebula Neos allows me to draw three cards. And because of this, I can negate your Infernoble Knight Emperor Charles."

"Alright."

"And thanks to the cards I drew, I can fusion summon one last time. I active Polymerization spell card and use it with Blazeman and Shadow Mist to fusion summon Elemental HERO Sunrise. And when special summoned, he allows me to add one Miracle Fusion card from my deck to my hand. So, I'll add my last one. And I'll immediately activate it on Blazeman and Elemental Hero Prisma to summon Elemental Hero The Shining."

The symbol of Polymerization appeared on the field, with Blazeman and Shadow Mist appearing before it a second later. They then merged to turn into Elemental HERO Sunrise. Sunrise then raised his left hand with a ball of light forming in it. He then threw it to the ground on his left, with the ball of light transforming into Elemental HERO The Shining.

'And she forgot about the special condition of the Neo Spacian monsters and their fusion counterparts.' Jaune thought when he realized that Ruby had no other cards in her hand.

"Now, Sunrise grants my Heroes 200 extra attack points for each different attribute monster I control. I have two, so that's four hundred. The Shining also gains 300 attack points for each banished Hero I have. I could eight, so that's 2400. Next, I will activate Koga's effect. By banishing one Hero monster from my graveyard, I lower

one monster's attack points by that much. I'll banish Honest Neos, who has 2500 attack points."

"Which of my knights are you going to choose? Infernoble Knight Emperor Charles or Sacred Noble Knight of King Artorigus." Jaune asked.

"Since Sacred Noble Knight of King Artorgius has a lower attack, I'll choose him."

"Alright. Since this is going to hurt, I'll activate my set card, which you should have gotten rid of."

"What is it?" Ruby asked, curious.

"Damage Diet. This turn, I halve all damage I would take, whether it be Battle or Effect damage."

"No offense, Jaune. But I don't think halving the damage will save you this turn." Ruby said before smiling. "And I finally have my first victory against you."

'We'll see.' Jaune thought, chuckling.

"Now. I will attack Sacred Noble Knight of King Artorigus with Elemental HERO The Shining. And because a HERO monster is attacking, Sunrise allows me to target a card on the field and destroy it. I'll choose Infernoble Knight Emperor Charles."

"Alright. Thank you for your service, Infernoble Knight Emperor Charles." Jaune said as the knight went to the graveyard.

"Do you have any response, Jaune?"

"Nope." Jaune answered as The Shining punched Sacred Noble Knight of King Artorigus back, destroying him and sending him to the graveyard.

"And because of the attack and your monster having zero attack, you take 5400 points of damage."

"Which is halved due to Damage Diet, so I take 2700 points of damage, bringing me down to 2400."

"Now, I will attack with the rest of my monsters for a -"

"Hold on, Ruby. I have a response."

"What response?" Ruby nervously asked.

"Because you declared a direct attack, I activate my hand trap: Battle Fader. I special summon it and end the battle phase, saving me." Jaune answered as Battle Fader appeared on the field and waved its lantern, forcing the HERO monsters back to Ruby's side of the field.

"Damn. Well, since I got nothing else, I end my turn. It's your turn, Jaune."

"Not so fast, young one." Elemental Hero The Shining said. "You forgot something."

"Wait. I did?" Ruby asked, confused.

"Yes. Remember, Ruby. All Neo Spacian monsters and their fusion counterparts have an effect that shuffles them back into the extra deck at the end of the turn if Neo Space isn't on the field." Jaune answered while pointing to Elemental HERO Nebula Neos.

"Oh, so he goes back."

"And he has another effect, one that is not so good for you right now."

"Let me see." Ruby said, looking over Elemental HERO Nebula Neos's effect. And she felt her stomach drop when she realized what it was. "Oh. That's not good."

"Yeah." Jaune agreed.

"So, Nebula Neos's effect activates. It goes back to the extra deck and banishes all cards on the field face down."

"At least because you used Contact Gate, Ruby, you get to bring back one of your banished Neo-Spacian monsters."

"Right. Um. I'll choose Neo-Spacian Flare Scarab." Ruby said as Neo-Spacian Flare Scarab appeared on the field.

"Is that it?"

"Yes." Ruby sighed.

"My turn. I draw. First, I will activate the Last Chapter of The Noble Knights spell card. Now I get to special summon Noble Knight Iyvanne and equip it with Noble Arms of Destiny. And because it was equipped with an equip spell card, I get to summon a token." Jaune said.

A lake suddenly appeared on the field. And from it, Noble Knight Iyvanne emerged with his lion from the water while wielding Noble Arms of Destiny. Once on dry land, he petted his lion before using the Noble arms to summon the token.

"Now, because I control a Noble Arms equip spell, I can special summon Noble Knight Custennin from my hand. Next, I will activate the Overlay Network to bring out Sacred Noble Knight of King Custennin."

Landing on the field, Noble Knight Custennin unsheathed his sword. He and Noble Knight Iyvanne looked at each other before bringing their swords together. They then turned to stars that flew into the sky before exploding. A new, brighter star appeared a second later and quickly went back to the ground. And once the light died down, Sacred Noble Knight of King Custennin stood in its place and then pulled out his sword.

"Now I will activate Sacred Noble Knight of King Custennin's effect to return Neo-Spacian Flare Scarab to the hand." Jaune said with King Custennin using his sword to toss an XYZ material to Spacian Flare Scarab to the hand.

"Uh, yeah." Ruby said as she returned her Neo-Spacian monster card to her hand.

"Now, I will move to the Battle Phase and have Sacred Noble Knight of King Custennin attack you directly, bringing your life points from 750 to 0."

"And that means you won, Jaune." Ruby said after Sacred Noble Knight of King Custennin attacked her. They then powered down their duel disks. "Again."

"Don't be too down about it, Ruby. You nearly had me a few times there. And if it weren't for Battle Fader, you would have won." Jaune said before mentally adding. *'Even though I was holding back.'*

"I know. But I should have remembered my Neo-Spacian's effects."

"Don't beat yourself up over it, Ruby. You're still new to the game. Yet, despite that, you got almost all the rules down and most of your deck's effects memorized. It took me a few months to remember my Noble Knights' effects and another to remember Infernoble Knights' effects. And even more when I started using them together. I'm sure you'll get it down soon."

"Thanks, Jaune." Ruby said, smiling. "So, do you want to go again?"

"Let's take a break, Ruby. We've been practicing for the past four hours."

"I know. But we have to practice for the tournament."

"Ruby. The tournament isn't for another two weeks. We have time."

"Still. We need all the practice we can get. After all, you did say that some others might use meta decks."

"Might, Ruby. The keyword there was might. Yes, the more competitive players will be using top-tier meta decks. But the rest will be using 'normal' decks. So, there is little to no chance of you running into them."

"But still. You also said that my decks have a lot of weaknesses to hand traps and common staples like Niberu."

"That's why I gave you some common cards to counter them. Not to mention, there is that new wave of HERO support cards that came out that we ordered. They should help you deal with the rest."

"True. But aside from me forgetting my Neo-Spacian's effects, were there any other mistakes I made?"

"Yes. But the main one you made was going all out and not waiting for the best moment to stop my setup."

"What do you mean?" Ruby asked, curious, as they sat on a nearby bench.

"Unless you have all your bases covered, you shouldn't go all out since your opponent could easily stop you. And if you do go all out and your opponent stops you, then you will have nothing to fall back on."

"Makes sense since you just did that." Ruby said. "So, what now?"

"Well, I have to head back to the lounge, help Weiss finish making her Ice Barrier/Nekroz deck, and then watch over her duel with her sister, Winter."

"If Weiss's stories are true, then it's nice seeing her spend more time with her sister. But that reminds me, don't you have a date with Velvet and Pyrrha later?"

"Yup. I still can't believe I'm in a relationship with the both of them." Jaune said, chuckling. "But is it true?"

"That they have been pinning after you hard for a while, yes. No offense, Jaune, but you are a bit dense-headed since it was pretty obvious to everyone except you."

"None taken. My sisters used to tell me that all the time."

"So, do you have any idea about what you're going to do?"

"Well, first, I'm taking them to grab something to eat. Then, we're going to the card shop since their duel disks arrived." Jaune answered.

"It's great that a company was willing to mass produce your sister-in-law's duel disks. I know I am since I get to have one." Ruby said, admiring her duel disk. And while not as stylish or sleek as Jaune's, it did stand out as it was red like a rose and had Ruby's emblem on it. "Anyway. After that?"

"We head to the theater and watch a movie. Then we return to Beacon since it will be late."

"That's nice. And I'm glad you're in a relationship, Jaune."

"Thanks, Ruby." Jaune said before getting up. "Anyway. I better get going. I need to see how the others are doing before going to the lounge."

"Alright. See you later, Jaune."

"See you, Ruby. Oh, don't forget to clean your duel disk later."

"Don't worry; I will." Ruby said as she hugged it.

Chuckling, Jaune smiled as he left and headed across the schoolyard. However, he did have to go around others dueling quite a bit, so he didn't get in the middle of their match. It honestly

astounded Jaune just how many people got into the game because of his duel with Flynt, Arlsan, and Miltia going viral. But he wasn't complaining since it was nice seeing others getting into the game. And it made Jaune even happier seeing that everyone was using Terra's invention to play the game.

Yet, Jaune couldn't help but let out a groan at how many misplays and 'rule breaks' some of them did. But he didn't blame them since most of them were still learning and understanding the rules. It just meant that he knew they would come and ask him for help, which would take up a lot of his time and cause him to have a headache.

"DAMN IT!" Two voices shouted nearby. Turning to where it came from, Jaune couldn't help but chuckle.

'Looks like the Brick Eyes and Monarch players are dueling each other again. They better get used to those kinds of opening hands.' Jaune said, mentally laughing. While he did sometimes get a dead hand, it was nowhere near as often as those two decks did. Deciding he didn't want to be dragged into it, Jaune continued forward. And after another couple of minutes, he made it to where Yang was dueling with Emerald.

"My turn. I draw. I activate my field spell card: Fire Fortress atop Liang Peak. And since I have ten counters on it, I can remove all of them to special summon Brotherhood of the Fire Fist - Kirin from my extra deck while ignoring its summoning condition in Attack Position." Yang said as Brotherhood of the Fire Fist - Kirin appeared on the field, twirled its staff, and got into a fighting stance as a dragon made out of fire circled the staff.

"How's it going?" Jaune asked, moving to stand beside Emerald.

"It's going fine. Yang's getting the hang of her deck's effects." Emerald answered.

"But?"

"She keeps forgetting that her deck is more of a battle-focused deck with an overreliance on its spell and trap cards. Yang just needs to remember to protect them a bit more, and I feel like she would be ready for the tournament."

"That's good. Hopefully, once Brotherhood of the Fire Fist-Eagle arrives in the mail, that should alleviate some of the problems. Either way, thanks for helping me out, Emerald."

"No problem. Plus, it lets me practice a bit."

"Next, I will summon Brotherhood of the Fire Fist - Spirit. And her effect allows me to special summon Brotherhood of the Fire Fist - Rooster from my graveyard. And because it was special summoned, I get to add Brotherhood of the Fire Fist - Panda to my hand. Now, I activate Fire Formation - Ingen to bring out Brotherhood of the Fire Fist - Swan by using Spirit and Rooster. And because I activated a Fire Formation spell card, I can special summon Brotherhood of the Fire Fist - Panda from my hand. And Panda's effect lets me bring out Brotherhood of the First Fist - Rhino." Yang said.

Fire erupted from the ground in the form of a pillar that quickly took the shape of Brotherhood of the Fire Fist - Spirit. She then had another pillar emerge next to her to bring out Brotherhood of the Fire Fist - Rooster. But the remains of the fire went to Yang's hand and gave her Panda's card. Then Spirit and Rooster performed a fire dance, with the fire engulfing them. And once they died down, it revealed Brotherhood of the Fire Fist - Swan. He then used his fire swan to bring out Panda next to him, who then brought out Rhino.

"And because Swan is out while I have two Fire Formation cards, you take 400 points."

"Alright." Emerald said as her life points dropped from 2100 to 1700. But she then pressed the button on her duel disk to activate her spell/trap cards. "And because I took damage, Mulitple Guy and Minimum Ray return to my field as trap cards. But now, I activate my trap card: Threatening Roar. Now, you cannot attack this turn."

"Dammit." Yang muttered. "Well, just to be safe, I'll set two cards face down and end my turn."

"Alright. My turn. I draw." Emerald said as she drew a card.

"How many life points does she have?" Jaune asked.

"2500 life points."

"Alright. She's in the lead."

"For now."

"Don't get your hopes up. Next turn, I'm winning this." Yang said, smirking.

"We'll see." Emerald said.

"Imagine her reaction if she had to face off against someone who uses Very Fun Dragon." Jaune said.

"I'm pretty sure she would rage quit."

"I know I did twice."

"Anyway. I will tribute Mulitple Guy and Minimum Ray from my Spell and Trap card zone to bring out Vision HERO Witch Raider. And her effect destroys all Spells and Traps you control, Yang." Emerald said as Witch Rider appeared on the field.

"Not so fast. I activate my counter... why isn't it working?" Yang asked, confused, as she repeatedly pressed the button.

"Something wrong, Yang?" Jaune asked.

"I'm trying to activate my counter trap card, but it's not working."

"Not working." Jaune said, surprised, as he mulled over why Yang's countertrap wasn't working. "Is it by chance the archetypes's

countertrap card?"

"Yes."

"Oh, that's why. Ultimate Fire Formation - Sinto only works on spells and traps, not monsters."

"Oh. This isn't good."

"Yeah."

"But, uh, by chance. Do they have a counter trap card for monster effects?"

"No, but they should, honestly."

"Fine. All my spells and cards go to the graveyard." Yang muttered as Fire Fortress atop Liang Peak vanished.

"Now, I will banish Vision Release from my graveyard to add Vision HERO Faris to my hand from my graveyard. Next, I will activate Vision Hero Fusion on Gravito and Poisoner, who are acting as trap cards, and Faris to bring out Vision HERO Trinity from my extra deck." Emerald said as Vision HERO Trinity erupted from the ground and struck a pose. "And when Vision HERO Trinity is summoned, his attack becomes double. So he now has 5000 attack points and can attack up to three times during each battle phase."

"Yeah, you win, Emerald. Let's not let my monsters get hurt." Yang said as she powered down her Duel Disk.

"They don't get hurt during duels, Yang. But yeah, Emerald won." Jaune said.

"But it was really close. You almost had me if I didn't draw into that Threatening Roar." Emerald added.

"True. But now I am realizing I could have won if I brought out Raven instead of Rhino, as I'm just now remembering his effect."

"What was his effect?"

"Raven protects Yang's Fire Formation cards from destruction." Jaune answered.

"So, a misplay. That happens. But you are getting a lot better."

"Thanks. Now, if you will excuse me, I'm going to go take a break." Yang said, rubbing her head.

"Everything alright, Yang?" Jaune asked, worried.

"Yeah, everything's fine, Jaune. I just have a headache from reading so much small text."

"That happens a lot. There are many cards with so small text that you need a magnifying glass to read the effect." Emerald said.

"But just lie down and close your eyes for a bit, and you'll be fine." Jaune said.

"Alright. See you later." Yang said before leaving.

"Hopefully, she doesn't play against some heavy back row remover deck." Emerald said.

"Hopefully. Anyway, do you know where the others are?" Jaune asked.

"No. Most of them finished dueling and are taking a break. But I think Neo and Blake are still dueling."

"Do you know who is winning or what's the score?"

"They were playing to five. And I think the current score is 2-2, and they are on the final match."

"That's good since Blake won a few matches."

"Especially since she's playing against Ghostricks."

"Are they still an OTK deck that relies on slowly climbing the ladder until they reach Lunalight Leo Dancer?"

"Yes, they are still an OTK deck. But they no longer have to rely on climbing the ladder. They also don't need to rely only on Leo Dancer since Lunalight Sabre Dancer came out, which gives them another option to end the game."

"That's good, so they are not as slow as before."

"But they are still vulnerable to their usual counters and hard disruptions."

"But doesn't that apply for any deck?"

"True." Emerald said, chuckling.

"Anyway. I'm heading to the lounge to help Weiss and Winter. See you later." Jaune said.

"Alright. See you." Emerald said as Jaune left.

Twenty Minutes Later

"Alright. I'm here. Sorry for the wait. I had to help a few others with understanding that MST does not negate cards, but it can stop them from activating properly." Jaune said as he arrived in the lounge with his case containing some of his cards.

"It's fine, Jaune." Weiss said as she placed her two decks on the table.

"Thanks again for introducing my sister to this game, Mr. Arc." Winter said, smiling.

"You're welcome." Jaune said as he sat on the couch. "So, do you want to do the duel first or build your new deck?"

"build the deck first." Weiss answered.

"Alright. So the deck is going to be primarily Nekroz since Ice Barriers don't have too much synergy with other archetypes."

"What are Ice Barriers and Nekroz about, Mr. Arc?" Winter asked.

"Ice Barriers are about having field presence to have several of their effects going off at once to gain the advantage. And Nekroz is all about Ritual Summoning."

"Are there any Ice Barriers that don't require other members to activate their effects?"

"Some." Jaune answered as Weiss finished separating her Ice Barrier deck into spells, traps, and monsters.

"Oh, Jaune." Weiss said.

"Yes?" Jaune asked, looking through the Ice Barrier cards that could work with the Nekroz archetype.

But it was proving difficult since neither archetype really meshed with the other well. Thankfully, some Ice Barrier cards could work independently as long as there were other water attribute monsters in the deck, which Nekroz monsters were. Additionally, the Ice Barrier synchro monsters only required generic water monsters instead of specific named and typed monsters. Unfortunately, Nekroz primarily revolved around each other, with Nekroz Mirror having an effect that you can only banish Nekroz monsters if you choose monsters from the graveyard as material. Luckily, aside from that one *OPTIONAL* way to ritual summon using that specific card, there was no restriction on what monsters Weiss could use to ritual summon them. So, theoretically, Ice Barriers and Nekroz could work together. Theoretically.

"I saw this term recently, and it didn't make too much sense on the website." Weiss said.

"What is the term?" Jaune asked.

"Lingering effect."

"Oh." Jaune said, putting the cards down and rubbing his head at that term.

"Is everything okay, Mr. Arc?" Winter asked.

"Yes, I'm fine. It's just that the term Lingering Effect is one of the reasons why Yu-Gi-Oh is so confusing."

"Why's that?" Weiss asked, curious.

"To keep it simple, a Lingering Effect is when a card effect is still present on the field despite the card not being there. And even if the effects of the card that caused the lingering effect are later negated, any lingering effects it has already applied are unaffected. However, there is no official way to determine whether a card has a lingering effect or not." Jaune explained. "And while some are obvious, like Gold Sarcophagus, others, not so much."

"Do you know how many there could be?" Winter asked.

"Hundreds, if not thousands." Jaune said as he finished setting up Weiss's deck as best he could. It was a bit crude, but he knew that Weiss would be able to fine-tune it to her liking after a few duels. "Alright, I'm done. Here's the deck, Weiss."

"Thanks, Jaune." Weiss said, smiling.

"Do you need any help with your deck, Winter?"

"No. I believe it is good." Winter answered.

"Okay. So, do you two still want me to watch over your duel?"

"Yes." Winter and Weiss answered.

"Alright." Jaune said as he sat on the couch. "Then shall we begin?"

"How do you want to decide, Winter? Die or coin flip?" Weiss asked as they pulled out their duel templates. They would have used their duel disk but chose not to since they were inside.

"Die. And high roll." Winter answered.

"Alright." Wiess said as she pressed the button on the template to roll a die, which landed on a two. Winter did the same with her dice, landing on one. "I'll let you go first, Winter."

"Thank you, Weiss." Winter said as she drew five cards. She almost drew a sixth card but remembered how players that go first didn't draw. "Alright. I will start by activating my field spell: Icejade Cenote Enion Cradle. However, none of its effects are beneficial at the moment. Next, I will activate my... Pardon. But the cards with the infinity symbol are continuous, right, Mr. Arc?"

"Yes. That symbol means that it is a continuous spell or trap card." Jaune said as Winter's template changed to appear like a cave filled with beautiful crystals. Yet, if one were to look closely, one would notice the crystals were in the shape of feminine humanoids.

"Thank you. I will activate Icejade Curse. Its effect prevents you from activating your monsters' effects the turn they are summoned."

"You need to control an Icejade in addition to the field spell for the effect to go through, Winter."

"I am aware. Next, by discarding one water monster, which will be Crystal Girl, I can special summon Icejade Ran Aegirine from my hand in defense position. And her effect grants me a token."

A small rock formation appeared on Winter's template, with a girl comprised entirely of crystal appearing and sitting on it before inspecting her arm. She then chipped off a loose piece before tossing it to the side, which then took on the shape of an infant girl.

"Since I control a level 5 monster, I can special summon Crystal Girl from my graveyard. And her effect allows me to add a level 5 or higher water monster from my deck to my hand during the end phase."

A girl with blue hair, green eyes, and crystals surrounding it appeared on Winter's template. She then broke a piece off her crystal weapon and blew on it before tossing it toward the deck.

"Mr. Arc. It is possible to synchro summon using tokens, right?"

"Yes. But you still need a tuner, and tokens don't count as tuners." Jaune answered.

"Alright. I will now use my level three token and Icejade Ran Aegirine to synchro summon Icejade Gymir Aegirine."

The water beneath Icejade Ran Aegirine and the token began to ripple while the 'cave' started to 'tremble.' Soon, both monsters disappeared underneath the water, with Icejade Gymir Aegirine emerging a second later. She raised her hands and had multiple dark ice spikes appear around her.

"I will end my turn." Winter said, setting one card.

"Don't forget about Crystal Girl's effect." Jaune said.

"Right. I will add Icejade Creation Kingfisher to my hand. Your turn, Weiss."

"My turn. I draw. Hmm. Jaune?" Weiss asked.

"Yes?"

"Icejade Curse prevents me from using my monsters' effects the turn they are summoned. But can I still activate them if they are in my hand?"

"Yes, you can."

"Alright. Since Icejade Curse does that, I will need to adjust my strategy. First, I will activate Soul Exchange on Icejade Gymir Aegirine."

"Wait. Before you do that, Weiss. Re-read your card's effect." Jaune interjected.

"Why?"

"Just do it."

"I don't see... Oh. Wow. I hadn't noticed that before."

"Notice what?" Winter asked, curious.

"Most ritual spell cards don't have that many restrictions. And when they do, it is generally what type of monster you can use or from where. Only a select handful require the total levels to be specific to the ritual monster's level. And Nekroz rituals are one of those. Moreover, some Nekroz ritual monsters don't allow you to use other monsters as tribute that have the same level as them." Jaune explained.

"Interesting. But why such a restriction?"

"That's because of, coincidentally, Ice Barriers and a few other decks at the time."

"How so?" Weiss asked.

"Ice Barriers were weak in the main deck but nearly overpowered in the Extra Deck monsters. They wanted to make an improved version of them without breaking the game like Trishula initially did. And with some cards going around in the meta at the time, they didn't want another powerhouse deck that would force them to release an emergency ban list. So, they did their best to balance the archetype to avoid that, but they kind of went overboard a bit."

"That makes sense." Winter said.

"Well, that plan is out the window. Alright, I planned on saving this for later. But now will do. I activate Lightning Storm to destroy all your Spell and Trap cards." Weiss said as a giant lightning bolt struck Winter's cards.

"Very well."

"Now, I will activate Medallion of the Ice Barrier to add Revealer of the Ice Barrier to my hand. Then, I will summon Revealer and activate her effect. By discarding one card, I can special summon one Ice Barrier Tuner monster from my deck, which will be Defender of the Ice Barrier in face-up defense position."

A chunk of ice appeared on Weiss's template that soon melted to reveal an Ice Barrier medallion. The medallion began to glow, with Revealer appearing a second later. She then used her staff to call Defender of the Ice Barrier and have him kneel beside her.

"However, I won't Synchro summon yet." Weiss said, surprising Jaune. "You're turn, Winter."

"Alright. I draw. Hmm. Since I can not attack, I will set one card and end my turn." Winter said after setting her card.

"I draw."

"I activate my trap card: Needle Nest. I send the top five cards of my deck to the graveyard." Winter said, surprising Jaune even more.

'Okay. Maybe to get some Icejades in the graveyard so she could use their effects later on.' Jaune thought.

"I activate my ritual card: Nekroz Cycle. And I will bring out Nekroz of Unicorn by tributing Shurit, Strategist of the Nekroz. Now, because I tributed him, I get to add Nekroz of Areadbhair from my deck to my hand." Weiss said.

A giant mirror appeared on Weiss's template beside her other monsters. Soon, Shurit appeared and began chanting something to cause a diamond to come out of the mirror. He then dove into it, with Nekroz of Unicorn coming out a second later. Unicorn then tossed something to Weiss to give her the other ritual monster.

"Because of Unicorn, I don't have to worry about your Extra Deck monsters' effects. However, none of my monsters have the necessary attack points to defeat Icejade Gymir Aegirine. So I will end my turn."

"My turn. I activate the card: Reasoning. Choose a number from one to twelve, Weiss."

'Reasoning? How did she get that card? Why does she have that card?' Jaune wondered.

"Five." Weiss said. Nodding, Winter excavated the top of her deck until she reached a monster, which happened to be level four. But this meant that Winter had to send all six cards that she excavated to the graveyard.

"Your turn." Winter said.

"I draw. Alright. I don't have the right amount of stars for this. I could synchro summon, but Icejade would just gain her effect again. But I can do this. I summon Zefrasaber, Swordmaster of the Nekroz. Now I use Zefrasaber, Defender, and Revealer to synchro summon Trishula, Zero Dragon of the Ice Barrier. And his effect lets me banish up to three monsters you control, Winter.

Ice mountains formed on Weiss's template. Soon, a roar was heard as Trishula, Zero Dragon of the Ice Barrier, landed on the mountains. It then let out another roar before shooting ice beams from its mouths toward Icejade Gymir Aegirine. And because her effect was negated, she could do nothing but accept the attack, causing her to disappear.

"In response to my Icejade leaving the field, I activate Icejade Manifestation from my graveyard." Winter said, banishing the card.

'Oh, that's why. I forgot about that card.' Jaune thought.

"What does that card do?" Weiss asked.

"If an Icejade monster leaves the field by an opponent's card effect, except for destruction, Winter can banish Manifestation to banish one card you control." Jaune answered.

"I will choose Trishula." Winter answered. A crystal appeared on her template that shot a beam at Trishula, who let out a roar of pain before transforming into a crystal and exploding.

"Okay. I'm down to one monster. I will now attack Crystal Girl with Nekroz of Unicorn." Weiss said. Unicorn twirled its spear before lunging at Crystal Girl, who braced herself for the attack. But it didn't matter as it sent her flying before being sent to the graveyard as Winter's life points dropped to 5900.

"And because you destroyed a Water monster I control, my monsters' effects activate. I activate Acti's, Tinola's, and Tremora's effects to bring out Kosmochlor in defense position, Creation Kingfisher, and Creation Aegirocassis from my graveyard." Winter said as her monsters reappeared on the field.

"Shoot. I thought it had to be Icejade monsters. Oh, well. I set my last card and end my turn."

"My turn. I draw. I activate Mystical Space Typhoon to get rid of your set card."

"Alright." A typhoon appeared on Winter's template that struck Weiss's set card, destroying and sending it to the graveyard.

'So that was the other card in her hand. But at least Nekroz ritual cards have effects in the graveyard.' Jaune thought as Weiss placed

Nekroz Mirror in the grave.

"Now, I will activate Kingfisher's effect to equip it to Kosmochlor." Winter said.

"Hold on, Winter. In response, I banish Breakthrough Skill from my graveyard to negate its effect." Weiss said, moving the card.

"Okay. That means Kosmochlor cannot attack this turn since she is in defense position, and I do not want to risk her destruction by switching her to attack position. But Kingfisher and Aegirocassis can still attack. I will enter my battle phase and attack your Nekroz of Unicorn with my Aegirocassis."

"Wait. My monster has 300 more attack points."

"It does. But Kosmochlor lets Winter lower one of your monster's attack points when it is battling an Icejade monster. Now, you Unicorn has 1300 attack points." Jaune explained as Unicorn gained a pained expression before taking a knee. However, it didn't last for long as Aegirocassis moved and struck Unicorn with one of her ice claws, defeating him and sending him to the graveyard, causing Weiss's life points to go down to 6300.

"Not too bad." Weiss said.

"Now Kingfisher will attack you directly for 2500, bringing your life points down to 3800. Your move, Weiss." Winter said.

"My turn. I draw. Alright. I banish Nekroz Mirror and Nekroz of Unicorn to add Nekroz Kaleidoscope from my deck to my hand. Now, I will activate Nekroz Kaleidoscope and use Shurit's effect to count as the entire requirement to bring out Nekroz of Areadbhair."

Once Weiss activated her cards, Shurit appeared on her field with a sword before him. He then grabbed the hilt and gained a thoughtful expression before pulling it out off the ground. And as he did, Shurit gained armor that transformed him into Nekroz of Areadbhair. Once

the transformation was complete, he twirled his staff before taking a stance.

'Not the best move, but all she can do at the moment.' Jaune thought. *'Maybe I should give her some generic ritual support? That could offset some drawbacks to the Nekroz Ritual cards.'*

"Okay. I will attack Aegirocassis with Areadbhair." Weiss said.

"Kosmochlor's effect activates, bringing your monster down from 3300 to 2300 attack points." Winter said as Kosmochlor threw a crystal toward Areadbhair, weakening him. However, he still had enough strength to shatter Aegirocassis and reduce Winter's life points by 300.

"Why didn't you activate his effect, Weiss?" Jaune asked.

"I need to tribute another monster to activate it." Weiss explained.

"Ah."

"And because I can activate my second Icejade Tinola's effect to bring back Icejade Creation Aegirocassis." Winter said as she banished Tinola.

"Well." Wiess sighed. "I end my turn."

"My turn. I draw. I will summon Icejade Aegirine." Winter said as a small white, transparent crystal girl formed on Winter's template. "Aegirine's effect lets me add an Icejade spell or trap from my deck to my hand. I will add Icejade Cenote Enion Cradle, which I will activate immediately."

"Which means I cannot activate Nekroz of Areadbhair's effect since this isn't the turn I summoned him."

"And upon activation, Winter gets to add one monster that is banished or in the graveyard to her hand." Jaune said.

"I will bring back Icejade Gymir Aegirine." Winter said.

"And it goes to the Extra Deck since it's an extra deck monster."

"Right. Next, I will activate Kingfisher's effect to equip it to Kosmochlor. Now, I will enter the battle phase. First, I will attack with Kosmochlor, with her effect bringing Areadbhair's attack down to 2300, meaning you take 700 points of damage."

Once united with Kingfisher, Kosmochlor flew to Areadbhair and attacked him. He tried to counter it but failed, resulting in his destruction.

"Now, the rest of my monsters will attack, winning me the game." Winter said as the templates deactivated themselves.

"Good job. That was a close match." Jaune said as Weiss and Winter gathered their cards.

"Too bad I couldn't bring out more of my monsters." Weiss said.

"Honestly, Weiss. You could have won this match had it not been for Winter's opening hand, which forced you to use resources to get rid of it."

"True."

"Thanks again, Mr. Arc, for overseeing this duel." Winter said.

"You're welcome. But I have to ask, how did you get Reasoning?" Jaune asked, curious.

"I went to one of the local card shops in search of a few more cards. But once I got there, I learned there was a tournament happening and decided to join. While I didn't win, the organizers offered consolation prizes to everyone who participated. They gave me some booster packs, and Reasoning was in one of them."

"Is Reasoning good since it seems like a big gamble as you could send some needed cards to the graveyard?" Weiss asked, curious.

"Reasoning is one of the older cards that didn't see much play back then. But that changed when the new wave of card effects arrived, especially ones that activate in the graveyard. Now decks that want their cards in the graveyard can use Reasoning as an easy way to get them there."

"Oh, okay. I get it now."

"Well, in that case, I better get going now." Jaune said as he stood up and got his case.

"Where are you going?" Winter asked.

"He has to get ready for his date, Winter." Wiess answered. "

"Oh, that's nice. I do wish you luck on your date with your girlfriend, Mr. Arc."

"Not girlfriend, but girlfriends, Winter. Jaune is going on a date with his two girlfriends."

"Two." Winter said, surprised. "You must tell me the details."

"Well, it was painfully obvious for a while..."

Chuckling and rolling his eyes, Jaune left the lounge and headed toward his team's dorm. Once there, he entered and prepared for his date with Velvet and Pyrrha. But despite it already being two weeks, he still could hardly believe they were his girlfriends. It felt surreal, especially since he had long since doubted he would ever be in a relationship. After about ten minutes and needlessly double-checking to ensure he had everything, Jaune was ready. While it wasn't that cold out, he had decided to wear something slightly heavier. Giving himself one last look over in the mirror, Jaune nodded before exiting the dorm, where he saw Pyrrha and Velvet waiting for him.

"Wow. You two look beautiful." Jaune said, causing them to blush.

"Thanks, Jaune." Pyrrha said before pulling Jaune into a loving kiss. She moved her hands to the back of his head while Jaune's hands moved to her lower back. Pyrrha started combing her hands through his hair, enjoying the feeling of kissing her lover while he moved his hands to rest on her hips. After a moment, they separated. "I love doing that."

"Me too."

"My turn." Velvet impatiently said before grabbing Jaune by his shirt.

But unlike Pyrrha's kiss, which was sweet, Velvet mashed her lips with Jaune's while shoving her tongue into his mouth. Instantly, their tongues started coiling around each other. While Jaune tried his best to stifle his moans, Velvet was unashamedly mewling loudly, as if wanting everyone who was nearby to hear them. But as the kiss continued to grow more erotic as they swapped tongues, Velvet became annoyed at not hearing her lover's moans. She moved her leg to rub against Jaune's crotch and pressed her body against his while making sure her chest grinded against his.

Not wanting to be outdone, Jaune moved his right hand toward Velvet's ass and gave her cheeks a firm slap followed by a gentle squeeze. This earned a deliciously loud, erotic moan from the faunus that was music to Jaune's ears, as he knew Velvelt loved it when he got slightly rough. But speaking of ears, Jaune had his other hand move to grab and gently massage her faunus ears, causing Velvet to bounce her foot on the floor wildly. Yet, despite the arousing pleasure he was receiving, Jaune couldn't help but let out a small groan of pain as his pants became increasingly tight. And the sensation of Velvet's legs rubbing against it and her diamond-hard tits grinding on his chest was not helping, as it only made it tighter. After a couple of minutes, they finally separated, with Velvet licking up the saliva that was connecting their lips.

"I was waiting all day to do that." Velvet said, leaning into Jaune romantically and enjoying his warmth as he hugged her.

"I can tell." Jaune said, chuckling.

"So, shall we go?" Pyrrha asked, smiling.

"Yes." Velvet and Jaune said as they separated. Jaune then grabbed their hands as they made their way to the bullheads.

One Hour Later

"Alright. Where to first?" Pyrrha asked as they exited the bullhead.

"Let's get something light to eat since we have the reservations later." Jaune said.

"What do you have in mind?" Velvet asked, wrapping her arms around Jaune's left arm.

"And you have yet to tell us where you made the reservations." Pyrrha said, doing the same as Velvet to Jaune's right arm.

"That is a surprise. Jaune said, causing Pyrrha and Velvet to roll their eyes. "But there's this cafe that opened up recently called Cafe la Geen."

"Sounds nice. Let's go." Velvet said as Jaune guided them to the place.

Half an Hour Later

"So that was the earthquake we felt a while ago." Velvet said as she had some coffee.

"Yup. That's why we have a no-caffeine rule for the dorm." Jaune said, taking a bite out of his croissant.

"And why Ren limits how much sweets she has." Pyrrha added before taking a sip of her tea.

"Celebrations like Halloween must be a chore." Velvet said, chuckling.

"It is." Jaune and Pyrrha said.

"But what about that cursing we heard a few days later that had Ozpin making an announcement afterward?" Pyrrha asked.

"Oh, Coco cursed up a storm when we saw the prices for the bullets and dust she needs for Gianduja went up." Velvet answered.

"Really? That doesn't seem like something she would do." Jaune said.

"Yeah. I thought so, too. But that changed when I saw the prices. And yikes."

"Yeah, things have been going up like crazy."

"But speaking of crazy, Jaune." Pyrrha began, leaning into him while Velvet did the same.

"When are we going to meet the rest of your family?" Velvet asked.

"Soon. Autumn break is coming soon. We can go then to meet my family. Although, two of them won't be there since they would still be working." Jaune answered.

"Do you think your family will accept our relationship?" Pyrrha worriedly asked.

"I'm sure they will. My family is pretty open-minded. But what about your families?"

"My mother won't mind it. Mistral has pretty lax standards when it comes to relationships. Although, she would need a bit to get used to

it." Pyrrha answered.

"And my mom would just be glad I'm in a loving relationship. But she would also need time to get used to this kind of relationship." Velvet answered.

"That's good since it means we don't have to worry about anyone trying to break us up." Jaune said, wrapping his arms around Pyrrha and Velvet.

"At least anyone close to us." Pyrrha said.

"Anyone else can try and talk until they lose consciousness, but they won't break us up." Velvet added as they separated with smiles on their faces.

"Is everything alright?" A waiter asked, approaching them.

"Yes. Everything is alright." Jaune answered.

"Can you bring us the check?" Pyrrha asked. Nodding, the waiter headed inside before turning a second later.

"Here you go." The waiter answered, handing them the check. Taking it, they looked over the price before paying, with the waiter taking the lien and leaving.

"So, where to now?" Velvet asked.

"Let's head to the card shop to pick up your duel disks." Jaune answered.

"Alright." Pyrrha said as she and Velvet grabbed Jaune's hands as they made their way to the card shop.

Twenty Minutes Later

"Okay. And here are your custom Duel Disks." The shop owner said, handing Pyrrha and Velvet their Duel Disks.

"Thanks." They said, inspecting their Duel Disks, as the owner nodded before leaving.

"So, how do you like them?" Jaune asked.

"They're great." Velvet said, admiring her Duel Disk.

"But how did he know what our emblems and color schemes are?" Pyrrha asked, confused.

"Oh. I called in ahead to see if they could add them." Jaune explained.

"Thanks, Jaune." Velvet and Pyrrha said before kissing him on his cheeks.

"You're welcome."

"Now, how about we try them out?" Velvet asked.

"Well, I don't have my Duel Disk or deck on me. And you two already duel each other so much, I think it would be best if you face off against a different deck."

"Uh, are you going to grab a different deck?" Pyrrha asked.

"No. But there are a lot of people. I'm sure two of them would be willing to duel the both of you in a tag duel or separately." Jaune said, motioning to everyone in the store. "Especially since everyone now has a Duel Disk and wants to use them as much as they can."

"Alright."

"So, look over the Duel Disk and get it on while I find someone." Jaune said before leaving.

Ten Minutes Later

"Alright. I found someone." Jaune said as he returned with a female squirrel Faunus, who was munching on hickory nuts, pecans, and black walnuts.

"Hello. I'm Luna." The Faunus said with a mouth full of pecans.

"Hi. I'm Pyrrha."

"And I'm Velvet."

"So, these are your friends that you want me to duel?" Luna asked, turning to Jaune.

"Yes." Jaune answered.

"Alright." Luna said, turning back to Pyrrha and Velvet. "Do you want to do here with the templates or in the nearby park with the Duel Disks?"

"In the park. We want to try the Duel Disks." Pyrrha answered.

"Alright. Let's get going then." Luna said.

Five Minutes Later

"Alright. Are you two ready?" Luna asked as she put on her Duel Disk.

"Wait. Is this going to be a 2v2?" Velvet asked, looking toward Jaune, who was sitting on a nearby bench.

"No. It's going to be a 2v1." Jaune answered.

"Are you sure that's fair?" Pyrrha asked.

"And I don't recall seeing anything about 2v1s in the rulebook." Velvet added.

"There are no official rules about 2v1s. But it is similar in a lot of ways to 2v2s. The main difference is just that it's one person instead of two, and the turn order." Luna explained.

"Still."

"Don't worry; my deck can more than hold its own."

"What deck do you use?" Pyrrha asked.

"I have a few iterations of my deck since I use two archtypes and some non-archtype cards. But for this duel, I'm using a Machina/Gadget deck."

"What kind of decks are those, Jaune?" Velvet asked.

"Without giving too much away, they are machine types." Jaune answered.

"So, how do we decide the turn order?" Pyrrha asked.

"Since this will be a 2v1 duel, we're going to have to do it somewhat differently to make it fair. It will be me, next one of you, then the other, and afterward back to me." Luna answered.

"What about life points?" Velvet asked.

"We'll have 16000 life points. Oh, and before I forget. Since I'm going first, I don't get to draw, but whoever goes next gets to draw. And it's only the one afterward that gets to attack first."

"Sounds fair." Velvet and Pyrrha said.

"Alright. Now decide which one of you goes first."

"Rock, Paper, Scissors?" Pyrrha asked Velvet.

"Sure."

"Rock."

"Paper."

"Scissors"

"Shoot."

"I'll go first." Velvet said.

"Okay." Pyrrha said.

"Alright. Ready?" Luna asked, munching on some cashews.

"Yes." Pyrrha and Velvet answered.

"Alright. Let's Duel!" Luna said as everyone's Duel Disks activated. They then drew their cards.

"Good luck." Jaune said, smiling. However, he was slightly worried. While there were plenty of people willing to duel, most of them had decks that would obliterate Pyrrha and Velvet in a single turn or two. And others did not want to hold back and wanted to go all out, even though Pyrrha and Velvet were nowhere near as experienced as them. Thankfully, Luna was willing and kind enough to agree to hold back slightly.

"My turn." Luna said as she looked over her hand. "Alright. First, I will activate Clockwork Night. This card turns all monsters on the field into machine-type. And all monsters I control gain 500 attack and defense while my opponents lose 500 attack and defense. Next, I activate Pot Of Extravagance. By banishing six cards from my Extra Deck, I get to draw two cards."

A massive factory with an uncountable amount of cogs emerged behind Luna. The cogs started spinning as smoke escaped the exhaust pipes. Then, an extravagant pot with two faces appeared before Luna. One face laughed while the other snickered as two cards came out the top and went to Luna's hand.

'I wonder what that card does.' Jaune thought, chuckling at Pot of Greed's face on Pot of Extravagance.

"Now, I will activate Machina Redeployment's first effect. By discarding one card, which will be Machine Duplication, I get to add two Machina monsters with different names from my deck to my hand. They will be Machina Gearframe and Machina Unclaspare. And because Machina Unclaspare was added to my hand by an effect, I get to special summon it. Since it was special summoned, I get to send one Machina monster from my deck to the graveyard, which will be Machina Megaform."

A line of Machina Fortresses appeared behind Luna. They slowly moved to be beside her, with one of them extending its 'arm' toward her. And in it were two Machina cards, which she took. The Machina Fortresses then disappeared and were replaced by Machina Unclaspare, who used its weapon to send Machina Megaform to the graveyard.

"Now, I will summon Machina Gearframe in Attack Position. And his effect lets me add one Machina monster from my deck to my hand. I choose Machina Fortress. Next, I will activate Iron Draw. When I have exactly 2 Machine Effect Monsters and no other monsters, I get to draw two cards. But it restricts me to only one more special summon."

Machina Gearframe appeared on the field and raised its arm to its head as if calling someone or something. But it was to call for support as Machina Fortress appeared in its free hand. Gearframe then changed its hand to one comprised of pure iron to have two more cards appear in its hand. He then turned and gave Luna the cards.

"Next, I will activate Machina Fortress's effect. By discarding Citadel, I get to special summon it. Then, I will activate Gearframe's other effect to equip it to Fortress. And I will end my turn by setting two cards." Luna said as Machina Fortress reappeared next to Gearframe, with Gearframe climbing on top.

"My turn. I draw. Hmm. I will set five cards and end my turn." Velvet said as five face-down cards appeared on the field before her. "Your move, Pyrrha."

"Okay. I draw. First, I will activate my field spell, Sogen. Because I have no monsters, but Luna does, I get to special summon Heroic Challenger - Assault Halberd. Next, I will summon Heroic Challenger - Thousand Blades. And activating his effect, I can discard one Heroic card, which will be Heroic Gift, to special summon Heroic Challenger - Morning Star. When Morning Star is special summoned, I get to add one Heroic spell/trap card to my hand, which will be Heroic Retribution Sword." Pyrrha said.

The ordinarily pale green grass of the park suddenly turned a luscious green with a gentle breeze moving them. Then, out of nowhere, a Halberd suddenly appeared before Pyrrha, with the Heroic Challenger monster appearing a second later. But he wasn't alone for long as Thousand Blades walked up beside him. He then grabbed one of his blades and tossed it into the air, where it was caught by Morning Star, who landed beside Halberd. Morning Star then reached into a pocket to pull out a card, which he then gave to Pyrrha. However, what everyone noticed was that her monsters seemed more machine-like than usual.

"Now, I will activate Mystical Space Typhoon to get rid of Clockwork Night." A massive tornado with lightning appeared from Pyrrha's side of the field, headed toward Clockwork Night, and destroyed it. Once it was gone, the Heroic Challengers relaxed when the metal vanished from their bodies.

"Not bad." Luna said as her monsters lost 500 attack and defense.

"Next, I will build the overlay network. Come Challengers, bring together your skills. I XYZ summoned Heroic Champion - Kusanagi." Pyrrha said. Halberd, Morning Star, and Thousand Blade grabbed their weapons before leaping into the air, where they turned into bright stars that fused together. But that star quickly turned orange

like the sun. And a second later, a flaming sword landed on the ground, with Heroic Champion - Kusanagi landing beside it.

'Alright. A temporary trap negator, not bad. It will help.' Jaune thought.

"I will set one card and move to the battle phase. Your Machina Fortress seems tempting, but I will attack Machina Unclaspare instead. Go Heroic Champion - Kusanagi, attack with Swift Flaming Sword Strike."

Grabbing the sword, Kusangi twirled it in his hand before getting into a fighting stance. He then charged at Machina Unclaspare, with the sword getting bigger and brighter with each step he took. And once he was close enough, he jumped into the air and performed a landing strike against Unclaspare, destroying him. However, to Pyrrha's and Velvet's confusion, while Luna's life points went down by 700, they felt the ground shake once Unclaspare vanished from the field. But their confusion changed to horror when they saw a massive machine about three stories tall coming their way.

"Um. How did you get a new monster?" Pyrrha asked as Heroic Champion - Kusanagi slowly moved back to its side of the field.

"When an Earth-Machine-type monster I control is destroyed by battle or card effect, I get to special summon Machina Citadel from the graveyard." Luna explained.

"Okay. This might be a problem." Velvet said when she saw that Citadel had 3000 attack.

"I, um, I end my turn." Pyrrha said.

"My turn. I draw." Luna said as she drew a card.

"Hold on. I activate my trap card: Heavy Storm Duster." Velvet said, activating her card.

"Alright. What cards are you destroying?"

"I will destroy your middle set card and one of my set cards." As soon as she said this, two twisters appeared from the card, with one going to Luna's card in the center column while the other struck Velvet's card that was on the far right.

"Well, you destroyed my Boot-Up Order - Gear Force trap card. But it wasn't that useful at the moment since Heroic Champion - Kusanagi is on the field."

"Maybe. But the card I destroyed is. I destroyed Artifact Beagalltach. And because I did so during your turn, I get to special summon him and destroy up to two spell/trap cards I control."

A giant Beagalltach appeared before Velvet, with the spirit appearing a second later. It then lifted the weapon and struck Velvet's cards that were on the left. But, as with Beagalltach, Artifact Moralltach and Artifact Scythe appeared right after the cards were destroyed.

"Now, Artifact Scyth's and Artifact Moralltach's effects activate. Scythe locks down your Extra Deck, while Moralltach lets me destroy one face-up card my opponent controls. I'll choose Gearframe since it's protecting your Fortress."

Artifact Scythe flew to Luna's side of the field and used its weapon to create chains around her Extra Deck while Moralltach attacked Gearframe, turning it into scrap metal.

"Alright. That's a good move. Now, Fortress can be destroyed." Luna said.

"But that's not all. I activate my other face down: Artifacts Unleashed. This card lets me XYZ summon on your turn with my Artifact monsters."

"Yeah, I'm stopping you right there. I activate my counter trap card: Cursed Seal of the Forbidden Spell. By discarding one spell card,

which will be Machina Armored Unit, I can negate your spell card and make it so that you cannot use cards with that name for the rest of the duel." Pressing the button on her Duel Disk, Luna activated Cursed Seal of the Forbidden Spell, which created a symbol on Velvet's Artifact Unleashed Spell Card. It shook for a few seconds, with the color fading before shattering to pieces.

"Wait. Quick question. I cannot use Artifacts Unleashed anymore, but I can still XYZ summon, right?"

"Yes. You still can XYZ summon. You just can't use Artifacts Unleashed for the remainder of the duel."

"Okay. I'm just making sure."

"Alright. Now, I will activate Citadel's effect. By targeting and destroying one machine monster I control, which will be Fortress, I get to destroy all monsters my opponents control with less attack than Fortress."

Machina Citadel grabbed Fortress and used one of its lasers to destroy it, creating a shockwave that headed toward Velvet's and Pyrrha's monsters. But while Kusanagi would remain due to having high enough attack points courtesy of Sogen, Velvet's Artifact monsters were not so lucky. However, a yellow shield appeared on all of them, protecting them.

"What?" Luna asked, surprised. But her surprise turned to understanding when Artifact Aegis appeared.

"Not so fast. I activated my trap card: Artifact Sanctum. It allows me to special summon an Artifact monster from my deck. And because I chose to special summon Aegis, she granted my other Artifact monsters protection." Velvet explained.

'Good move, Velvet. Now you just need to keep it up.' Jaune thought.

"Nice move. But Machina Fortress's sacrifice was not in vain, as it allowed me to gain a new machine. Although, I would have to banish it." Luna said, impressed.

The scraps of Machina Fortress began to shake as another Machina Fortress moved onto the field. But once it did, it stopped and began to transform into Machina Megadform.

"Next, I will set one card and enter the battle phase. Now, because I don't know what you have set, I will end my turn." Luna said.

"My turn. I draw. Hmm. Okay, I set one card. Now, I will build the Overlay Network. Artifact Scythe and Artifact Moralltach, merge together to create Artifact Durendal." The spirits of the Artifacts moved toward each other and fused their deactivated weapons to create a new one. They then disappeared, with the spirit of Durendal taking their place. "Okay. That's all I can do now. Your turn, Pyrrha."

"My turn. I draw. Alright. I activate my Trap Card: Final Attack Orders. This card makes it so that every monster changes into attack position." Pyrrha said.

'Why did she activate that card?' Jaune thought.

"But upon activation, I activate Heroic Champion - Kusanagi's effect to negate it." Kusanagi turned around and used his sword to destroy Final Attack Orders. But it was when his sword grew brighter that Jaune realized what Pyrrha was doing.

'Right. Kusanagi gains 500 permanent attack points each time he negates a trap card. He's now stronger than Machina Citadel.'

"Now, I will set one card and move to the battle phase. Heroic Champion - Kusanagi, attack Machina Citadel with all your might." Kusanagi let out a battle cry before charging Citadel, jumping into the air, and striking it with his sword, destroying it.

"Alright. Citadel is gone, and I can't bring it back yet." Luna said as her life points dropped to 15,100.

"I end my turn."

"My turn. I draw. Alright. This will do. I activate my trap card: Powerhold the Moving Battery. And since it's a continuous trap card, Artifact Durendal can't change it's effect. Now, Powerhold the Moving Battery lets me equip one machine monster from my deck to it. And Powerhold gains double the attack points of the monster equipped to it. I choose Green Gadget."

A massive machine with a cannon on its shoulder slowly moved onto the field. However, once there, it mysteriously powered down. Then, to Pyrrha's and Velvet's surprise, Green Gadget suddenly appeared. It scratched its head before entering Powerhold. After a second, Powerhold seemed to regain energy and stood up straight.

"Next, I will activate my quick play spell card, Shrink, to reduce Kusanagi's attack by half, meaning he's now at 1600. Now, I will move to the battle phase. Powerhold the Moving Battery will attack Artifact Durendal while Machina Megaform attacks Heroic Champion - Kusanagi."

Powerhold the Moving Battery seemed to power up before turning to look at Durendal. It then flipped up the reticle on its cannon before taking aim and firing at Durendal, blowing it to pieces. Meanwhile, Machina Megaform aimed its chest cannon at a weakened Kusanagi.

"I activate Heroic Retribution Sword and target Kusanagi. You also take all battle damage I would take, and Machina Megaform is destroyed in the end." Pyrrha said, activating her trap card.

Machina Megaform fired its cannon with Kusanagi using his sword to reflect the blast. Unfortunately, it still destroyed him. But Machine Megaform was also destroyed by its own reflected attack. However,

the pieces were ultimately crushed when Machina Citadel appeared again.

"Right. I forgot about its effect."

"Well, it's the first time you're facing him. So, don't be too hard on yourself. Anyway. The Main Phase 2 now. I set one card and end my turn."

"My turn. I draw. I end my turn." Velvet said, not happy with the card she drew.

"My turn. I draw. Okay, this should help. I activate my spell card, Heroic Call, to bring out Morning Star from my graveyard. And when he's special summoned, I get to add one Heroic card from my deck. I choose Heroic Envoy. Then, I will activate Heroic Envoy to add Heroic Challenger - Watchman to my hand. I will then summon him and build the overlay network to bring out Heroic Champion - Excalibur."

A morning star reappeared on the field again, followed by its owner, who seemed tired. But he then used his morning star to grab Heroic Envoy to give it to Pyrrha, who used it to add Watchman to her hand. And once she activated it, a guard holding a lantern appeared beside Morning Star. They looked at each other before becoming stars to build the overlay network. Once the process was complete, Heroic Champion - Excalibur appeared.

"Now, I will activate Heroic Champion - Excalibur's effect. By using two of its overlay units, I get to double its original attack from 2,000 to 4,000 thousand. Now attack Excalibur with righteous blades strike!" Picking up both of his swords, Excalibur rushed to attack Machina Citadel.

"I activate my trap card: Covering Fire." Luna said, activating her trap. Powerhold the Moving Battery immediately moved to Machina Citadel's side to boost its attack power. And with their combined

attack of 5,800, they were able to stop Pyrrha's Heroic Champion - Excalibur, in its tracks and destroy it.

"Sorry, Heroics. I end my turn." Pyrrha said as their life points went down to 15,000.

'This isn't good. Pyrrha only has a field spell, and Velvet has a single set card and Artifact Beagalltach and Artifact Aegis, both of whom have already used up their effects.' Jaune thought.

"My turn. I draw. I summon Gold Gadget. Then, I will activate Citadel's effect on Gold Gadget to destroy the Artifacts since they have fewer attack points than Gold Gadget." Luna said as Citadel picked up Gold Gadet and crushed it, which created another shock wave that took out both artifacts. "Now, the battle phase. Both my monsters will attack directly for 5,800 points of damage."

"Ow." Pyrrha and Velvet said as their life points dropped to 9200.

"I end my turn."

"My turn. I draw. I set one card and end my turn." Velvet said.

"My turn. I draw." Pyrrha said before sighing. "I end my turn."

"My turn. I draw. I activate my spell card: Limiter Removal. This spell card doubles the attack of all my machine monsters until the end of the turn." Luna said as a physical limiter fell out of Powerhold and Citadel. However, steam started coming out of them soon after. "Now Citadel and Powerhold will attack directly for a total of 11,600 points of damage."

'And that's game.' Jaune thought as Lina's monsters attacked Pyrrha and Velvet, bringing their life points down to zero. Getting up, he walked over to them as they turned off the duel disks. "You two did amazing."

"Thanks." Pyrrha and Velvet said, slightly disappointed that they lost.

"Don't be upset. You two did pretty damn well. Both of you lasted far longer than some others I have faced before." Luna said, mouth already full of hickory nuts.

"Thanks."

"Thanks for agreeing to duel with them, Luna." Jaune said.

"No problem. It was fun. Also, are you three competing in the tournament?"

"Yup. We're all competing. Are you?"

"Of course. What deck do you use?"

"Nible Knights and Infernoble Knights."

"Oh, if we get a chance, we have to duel."

"Sure." Jaune said, chuckling.

"Oh, before I forget." Luna said, turning back to Pyrrha and Velvet. "What were your last cards?"

"Heroic Advance. And I needed two Heoric monsters on the field for it to work." Pyrrha answered.

"Artifact Caduceus and Artifact Labrys. Their effects wouldn't have helped me." Velvet answered.

"Don't Artifacts have a link monster?"

"They do. But its attack is too low, and Citadel's effect would have destroyed it. Plus, while Dagda's effect does allow me to destroy the set Artifact card, it's only until after my opponent's next end phase. You would have defeated us before that would have happened."

"Ah. That makes sense. Anyway, I have to go. See you guys." Luna said before leaving.

"Well, she was nice." Pyrrha said.

"She is." Jaune agreed.

"Did you know her before?" Velvet asked.

"Nope."

"Is it true she has different variations of her deck?" Pyrrha asked.

"Yes. Well, at least from what I've seen. Machina and Gadgets are often seen together and work well off each other. But you can make it where the deck focuses more on one than the other."

"So, what now?" Velvet asked, curious.

"Now we have to head to the restaurant. It's almost time."

"Alright." Pyrrha said as she and Velvet moved to be next to Jaune, grabbed his hands, and laid their heads on his shoulders. Smiling, Jaune kissed their heads before they headed to the restaurant.

Notes:

The Tournament will begin in the next chapter. Here is what it looks like so far. Should any part change?

Location: Vacuo in a city near the coast. (Not sure if it should be 'abandoned' or not.) 60 contestants (Not all will appear. This will just give the characters to duel others instead of the ones they already know, and let other archetypes appear.) Battle City Style. 3 locator cards to find the finals. Lasts 24 hours. Finals: Either in Amity Colosseum or some other place. (Still need to decide.)

Wanted to get this chapter out earlier, but I had to rewrite Weiss's and Winter's duel when I found out about the restriction of Nekroz cards.

Chapter 9

Remnant: Time to Duel

Chapter 9: Round 1: Part 1 of 3

Chapter 9: Round One: Part 1 of 3

Quick Author's Note: Sorry for the short chapter. It's a bit hectic on my end.

"TODAY'S THE DAY!" The voice of Ruby Rose shouted from across the hallway, inadvertently waking everyone nearby up.

"What's the day again?" Ren asked, slightly annoyed, as he rubbed his eyes.

"The weekend, I think." Nora answered through a yawn as she stretched.

"So why is Ruby so excited?"

"Ruby is excited since the tournament is today." Jaune answered as he carefully adjusted himself so as not to wake up Pyrrha, who was still asleep on top of him. After getting together, Pyrrha and Velvet started sleeping in the same bed with their boyfriend. However, because the bed was only big enough to hold two, they decided to alternate days.

"Oh, right. I forgot about that."

"What time do we have to leave?" Nora asked.

"The tournament doesn't begin until two. But the bullheads leave at eleven since the tournament takes place in Vacuo."

"And what time is it now?" Ren asked.

"Seven."

"Then we should start getting ready since we don't know how long the tournament will be."

"Well, from what I heard, the tournament will most likely take the whole weekend. I'm not sure why, though. But that could be because we are going to play in a new town that's by the coast. So, it might rain or get too windy to where we would need to wait until it calms down. Not to mention, we will be traveling again for the finals."

"True." Nora said. "Can you make us pancakes for breakfast, Jaune?"

"Sure."

"With chocolate chips, please?" Pyrrha asked, waking up.

"Of course." Jaune chuckled while mentally adding to make some for Team Rwby and Team Cfvy and to make some carrot pancakes for Velvet.

"Do you know how many people will be competing?" Ren asked.

"From what Illia told me, there will be roughly one hundred people competing." Jaune answered as Pyrrha kissed him before getting up. He then got up himself.

"It's going to be a long day then." Nora said.

"Yup. But probably not as long as you would think since everyone will be dueling mostly at the same time."

"Either way, we should probably bring some stuff with us just in case." Ren said.

"Right. But first, let me get started on everyone's breakfast." Jaune said as he grabbed his clothes before heading to the shower.

"And I'll go get everything ready for him." Ren said before leaving.

"So, are you three finally going to do it?" Nora asked with a mischievous smirk. "And does he know?"

"Yes. We're going to finally do it once we return from the tournament. And no, he doesn't know." Pyrrha answered, blushing.

"Does Velvet's team know?"

"Only Coco."

"So that's why she was teasing Velvet all this time."

"Pretty much."

"Well, when we get back, I'll distract Renny so you three can have your fun."

"Thanks, Nora."

"You're welcome. Now, let's get ready. We got a long weekend of dueling ahead of us."

"Right."

Meanwhile

Team Rwby's Dorm

"RUBY! CALM DOWN!" Weiss shouted, annoyed.

"Is she always this excitable, Fire Fist-Hatchling?" Brotherhood of the Fire Fist - Spirit asked.

"Only when she's passionate about something like this." Yang said, still slightly annoyed at the name.

"Hopefully she doesn't get hurt." Elemental Hero Avian chuckled as he watched his deckmaster run around the room.

"And hopefully, she stops soon." Lunalight Blue Cat said. Without saying another word, the Duel Spirits went back to their respective decks.

"Hopefully." Blake muttered as she finished packing all the things they would need for the tournament. While they were not sure how long it would be, they all knew it would take all day and possibly even the next day. So, they figured they would bring some things should they have to stay the night.

"RUBY ROSE!" Weiss shouted, furious.

"Sorry, Weiss. I'm just so excited! This is going to be my first Yugioh tournament." Ruby said, slowing down.

"I know that. But still, we need to finish getting ready. Then we can get some breakfast."

"Relax, Ice Queen. The tournament doesn't start until two." Yang said.

"Yes. But it is in Vacuo. And unless you can suddenly teleport, you'll have to take the bullheads with us. And they leave at eleven." Blake said.

"And you know how time can fly. Do you want a repeat of last time?" Weiss interjected before Yang could say anything.

"Yeah. You're right. I should finish getting ready as well." Yang said, getting up from her bed.

"I wonder what kind of decks we will be facing." Ruby said.

"Who knows? There's probably going to be at least a hundred other decks." Blake said.

"Weiss, you were in that tournament a few months ago, right?" Yang asked.

"Yes. Well, it was a local tournament, and I didn't get far. Why?" Weiss asked.

"Do you know if we'll be able to do tag duels?"

"And how this tournament will go about who gets to proceed to the finals?" Ruby added.

"No. This is a special tournament. I just went to a regular local tournament. And there it was, best two of three. I doubt this tournament will be like that. As for tag duels, possibly, but I'm not sure." Weiss answered, shaking her head. "But you should ask Jaune since he might be more familiar with these kinds of tournaments."

"Right. I'll ask him once we're on the bullhead."

"That reminds me." Blake began. "Isn't your sister also competing in this tournament, Weiss?"

"Yes. Winter is also competing. And I believe some other Atlas personnel will also be competing." Weiss answered.

"I think I overheard that even Ozpin and Glynda are competing." Ruby said, wondering if she might end up facing against her teachers. Yet, the thought of it both excited and scared her.

"Who knew Yu-Gi-Oh would have blown up like this." Yang said.

"Yeah. From a semi-popular game to one of the most popular in all of Remnant."

"Well, granted, most of it could be because many wanted to have the duel disks just to see the holograms." Blake said.

"True. I remember Winter hacking into the company's website so she could place an order before it actually went live." Weiss said.

"Still. I think we should find a way to repay Jaune for introducing us to the game." Yang said.

"Right." The others said.

"What should we-" Ruby began before trailing off when the delicious scent of pancakes entered their dorm that delighted their sense and nearly sent them drooling. And the familiar smell meant only one thing.

"Maybe we can come up with an idea after we eat the pancakes Jaune made for us." Weiss said.

"Yeah." The others agreed. And once they heard the sound of someone knocking on their door, they all immediately rushed out of the dorm to see a surprised Pyrrha.

Meanwhile

Ozpin's Office

'Alright. Does everyone remember the plan?' Ironwood asked over a video call.

"Yes. We'll have some security patrol the area to keep the peace. However, as the duels progress, we keep an eye out since there is a high chance that Salem or some of her followers will be there." Ozpin began.

"There is a decent chance they will also be competing." Glynda added, wondering if they might end up dueling each other before figuring out who was who.

"But once we know who they are, we will try and capture them once we are in the clear."

'Right. That is why I 'offered' to send more Atlesian Knights to patrol the area. And once the moment arrives, they will create a scene so we can capture Salem's associates without arousing any suspicion.' Ironwood said.

"But we should be prepared for a fight or cut them off since I doubt they would come peacefully or stay once they realize something is amiss." Glynda said.

'Right. That's why I also contacted the tournament officials and told them that I would be sending some ships for emergency evacuation should 'Grimm' be in the area. I also had them triple the amount of paramedics they had on standby.'

"Good. We can't risk anyone else getting injured." Ozpin said.

"But what about during the night?" Glynda asked.

'Because there will be, or supposed to be, a lot less activity during the night, there will be an easier chance for Salem and her followers to gather information or escape. That's why once night approaches, more Atlesian Knights will arrive to patrol the area along with some more seasoned huntsmen.' Ironwood answered.

"And the final location?" Ozpin asked.

'The Atlesian Knights and ships will follow us to the final location. But I do not know where it is despite asking several times. Granted, that could be because I am also competing.'

"Possibly."

"But they should have granted you an exception since you are sending support." Glynda said.

'True. But what can we do? Sometimes, we just have to play with the card we have been dealt.'

"That is too true, Ironwood. Life gives us many hands, but hardly any of them are ever pleasant." Ozpin said.

"But that does not mean we can't prepare for all possible scenarios." Glynda said.

'That is true, Glynda. I already have some personnel working on all possible scenarios so we can be prepared for them and have the appropriate countermeasures on standby.' Ironwood said.

"I hope so. We have already lost enough lives because of them."

"Hopefully, it is enough, Glynda. But all we can do is pray for the best, but be ready for the worst." Ozpin said, earning a nod from Glynda. Grabbing his cup, Ozpin took a sip of his hot chocolate before turning back to the screen. "Is there anything else we need to go over, Ironwood?"

'No. I do believe that is it.' Ironwood answered.

"Very well. We will see you at the tournament then."

'Alright. Oh, and Ozpin.'

"Yes, James?"

'Hopefully, we will be able to duel each other. And if we do, my Cyber Dragons are itching to fight your deck.'

"Hopefully, that can happen. But once it does, my deck will come out on top." Ozpin said, earning a chuckle from Ironwood and Glynda. Nodding one last time, Ozpin ended the call.

"Hopefully, everything goes according to plan, Ozpin." Glynda said.

"Hopefully."

"But enough about the plan." Glynda said, patting her deck box on her waist. "Who knew a child's card game could be so fun and

addicting?"

"Sometimes it's the little things that can be most enjoyable, Glynda. Granted, they can also be quite addicting, which can be a problem."

"I believe I overheard some students calling it cardboard crack."

"Not an analogy I would make, but it does fit." Ozpin said before standing up. "Anyway. We should finish preparing. We are both competing in the tournament as well."

"Right." Glynda agreed before leaving.

But once Glynda left, Ozpin turned to look out his office's window. Even though he trusted his allies and hoped they were taking the right and necessary precautions, he feared it wasn't enough. So many lives were lost, and he did not want to risk any more than it was needed. Yet, he felt like something was missing that would greatly benefit them. But Ozpin could not think of it.

'Perhaps my new companion could shed some light on this and give me some much-needed advice.' Ozpin thought as he ensured his office was locked and secure before grabbing his deck and pulling out a specific card.

Meanwhile

Salem's Lair

"Is everything going according to plan, Cinder?" Salem asked, not tearing her gaze away from looking out the window.

"So far, yes, master." Cinder answered, walking up to stand next to Salem.

"Good. If all goes according to plan, we'll gain a strong foothold against Ozpin and our enemies."

"And we'll finally be able to move on to the next part of the plan."

"But I should not have to remind you how fragile everything is right now. We have lost too many followers and suffered too many setbacks, especially with Neo, Roman, and Hazel leaving."

"I still can't believe it was so easy to fool that little girl into thinking Roman did what he did." Cinder said, smirking as she remembered Neo's face. She never liked Neo, and seeing her devastated face delighted her to no end.

"And what of Roman? Did you dispose of him as I requested?"

"Of course. Despite his bluffs, Roman was nowhere near as talented a fighter as he led so many to believe."

"Good. And I doubt we'll have to worry about Hazel. Plus, hardly anyone would trust him, let alone believe him."

"That is true. But remind me again, Master. Why are we infiltrating this tournament?" Cinder asked. While she did admit the card game was more fun than it had any right to be, Cinder failed to see how a tournament would be worthy of their attention.

"That's because lots of important figures will be there, such as Pietro Polendina. I think there will even be some members from Ever After competing."

"Ever After?" Cinder asked, confused. She had never heard of that name before, and it sounded like a phrase a parent might tell their kids after finishing a bedtime story.

"Another realm that exists beyond Remnant. Don't think about it too much; otherwise, you might just end up madder than Tyrain and Merlot combined."

"Alright."

"Anyway. They will all be at the tournament, which makes it easier for us since we will not have to track each one down individually."

"What do you want us to do with them?"

"All of them will prove to be thorns in our sides or will be in the case of the ones from Ever After. So, to prevent that, you and the others will try and convince them to join us or eliminate them once you have a chance."

"Very well. Once I see them-" Cinder began, but Salem cut her off.

"You mean after you duel them. Remember, Ozpin and his allies don't know what we look like. And I intend to keep it that way."

"I doubt-" Cinder began but stepped back when Salem growled while turning to her.

"Ozma might be a fool, but he is not an idiot. And neither are his allies. They are more perceptive than you think. They will know when something is amiss. Not to mention, there will be lots of security and experienced huntsmen who are keeping an eye on everything. Plus, we can't rely on Emerald and her illusions anymore since Mercury took her away."

"Right. We can't go about how we normally would."

"Unfortunately. And since we don't have many other options at the moment, that leaves us with our only current choice."

"Which is?"

"To act as ordinary civilians competing in this tournament. And that means going around and challenging others to duels. If you lose, you are to return here immediately. DO NOT LINGER!" Salem warned. "And if you win, you will keep dueling until you either win the tournament or get eliminated. And that includes even after accomplishing our tasks, if possible. Do I make myself clear?"

"Yes, Master."

"Good. Now. Is there anything else you need to ask or tell me before you leave?"

"Yes. But it's only one question."

"What is it?"

"Will you be competing in the tournament as well?"

"Yes. But I will be competing as two different people. The first will be through a new Grimm I created that can temporarily disguise itself as a human or Faunus."

"And the second?"

"The second will be through… different means. But rest assured, you will know that it is me."

"Very well. If that is all, I'll leave for the tournament now."

"Good luck. And Cinder."

"Yes, master?" Cinder asked, turning back to her master.

"Please keep an eye on the others. You might know how to control yourself and act in public, but the others do not, especially Tyrian."

"Will do, master." Cinder said before leaving. But once she left, Salem turned back to the window and gazed out of it while pondering her next move.

Seven Hours Later

Vacuo

"Remember. Once the tournament begins, we won't be able to help any of you." Jaune said as he and the others exited the bullhead. And they weren't the only ones there. About twenty other bullheads were landing all around them.

"We might be able to give you some… information about what the deck you're facing is, but not what it is about, like its strategies." Illia added as they walked to the nearby desks to get their passes.

"Fair." The others said.

Once at the desks, they gave the person working there their IDs and Duel Invites. The lady working there looked over the IDs and Invites before giving everyone their Duel Bracelets to let officials know they were competitors, Locator Cards, rule handbook, and keys for their temporary apartments for the night. However, she did have to do a double-check when she looked over Neo's fake ID, who was disguised as a female eagle faunus. Thankfully, aside from that, there were no other problems.

"Alright. You're all checked in. Just head to the town center and wait for the announcer to commence the tournament." The lady said, handing everyone their IDs back. Nodding, everyone grabbed their stuff before heading to the center of the town. Granted, it was a bit tough to get anywhere since there were so many people.

Half an Hour Later

"I'm so glad we found these seats." Weiss said, annoyed.

"It would be better if we weren't getting pushed around so much." Blake said, trying not to get bumped into.

"When will they begin the tournament?" Illia asked.

'Hopefully soon.' Neo answered, using her scroll's Text-to-Speech app.

"Hopefully. Because if I get pushed one more time, I can't be held responsible for what I would do." Yang growled as she shoved some people away.

"What do you think will be the prize for whoever wins the tournament, Jaune?" Ren asked.

"I'm not sure. The last time I competed in a tournament, the prize was a limited edition card, a trophy, a game mat, and a bunch of sealed products. But that could have changed since I've been gone." Jaune answered.

"Do they ever give cash prizes?" Yatsuhashi asked.

"No. The creators of Yugioh have to follow strict guidelines, especially when it comes to tournaments. Long story short, they can never have cash prizes at tournaments." Illia answered.

"Well, that's too bad. Some lien would have been nice." Coco said.

"Especially since it won't be until next year when we start getting missions that pay us lien." Pyrrha said.

"Aren't you like rich, Nikos?" Coco asked.

"Well, sort of. I got a lot of lien saved up from my sponsorships and tournament winnings. But I'm not filthy rich like some others. Besides, extra lien never hurts."

"True."

"But to get the prizes, we would need to win the finals." Jaune said.

'And that would mean defeating the competitor the officials chose.' Neo added.

"Oh. So we won't be facing against another competitor?" Ruby asked.

"Nope. You'll be facing against someone the officials chose, who will be using a very powerful deck." Illia answered.

"Like a meta deck?" Nora asked, curious.

'Not necessarily. Just because a deck is powerful, that does not mean it is meta.' Neo answered.

"An example would be dinosaurs or any type of rogue deck." Jaune answered.

"Rogue deck?" Velvet asked.

"A deck that's not common in the Metagame but has occasionally won tournaments."

"Hopefully, it's that and not something like chain burn." Illia said, causing Jaune and Neo to chuckle.

"Or mystic mine." Jaune said, causing them to groan. But he then remembers something. "Oh, I almost forgot, Ruby."

"Forgot what?" Ruby asked, curious.

"Some cards from your deck earlier today. I forgot to give them to you." Jaune half-lied. While some did come in the mail, the rest were from his collection that he felt would help Ruby a lot.

"Thanks, Jaune." Ruby said as she put the cards into the deck without checking them. However, everyone perked up when the public speakers came to life while numerous blimps with monitors on them arrived.

"Okay. It looks like the tournament is starting." Yang said.

"And it looks like Kaiba will be starting the tournament, just like he did in the anime." Illia said.

"Greetings, Duelists. It's time to put your dueling skills to the test. I hope you all brought your A-game since Battle City is going to be an all-out war. But before the Battle City tournament begins, I thought I would remind everyone how it is going to work. You all have been given a locator card. Collect four of them, and you will be shown the location where you must go to

be brought to the finals. And once there, the finalists will compete against each other, with the last one standing going against our hand-picked competitor. But the finals are a long time away, and most of you will be eliminated long before then. Everything else is already covered in the rule handbooks you received."

"This is going to be so much fun." Ruby excitedly said.

"Now get ready, Duelists. The tournament begins now." Kaiba said before the screen changed to show Yami Yugi, who smirked before saying his catchphrase.

"IT'S TIME TO D-D-D-D-D-D-D-DUEL!"

"YEAH!" A lot of people cheered.

"Well, let's get started then." Coco said.

"Should we face against each other?" Ruby asked.

"Let's try to avoid that. At least for now." Jaune answered.

"Alright."

"So, how should we do this? Should we split up or go in pairs?" Yatsuhashi asked.

'Let's go our own way. And if we meet up later, then we can stay in groups.' Neo answered.

"Yeah. That sounds good."

"Alright. See you guys-" Jaune began but stopped when they heard some growling. Turning to where it was coming from, they saw a female shark faunus and a male fox faunus. But what caught their immediate attention was how both seemed to be trying to pull their decks away from each other.

"Well, it looks like they want to duel each other." The fox faunus said.

"Yeah. But's it not surprising considering who they are." The shark faunus said.

"So, want to duel?"

"Sure. But what's your name?"

"I'm Aiden Akabane." The fox faunus said.

"Neat. I'm Cordelia Blau."

"Now that's out of the way. Let's humor them and get this duel underway."

"Right."

Taking out their duel disks, they placed them on their arms before walking away from each other while everyone else backed up to give them space. Once a good distance away from each other, they pulled out their decks and inserted them into the duel disks. The hologram projectors immediately came to life.

"LET'S DUEL!" Cordelia and Aiden shouted.

"I wonder what decks they use." Yang said.

"We're about to find out." Coco said.

"So, how do you want to decide who goes first?" Aiden asked.

"High roll?" Cordelia suggested.

"Sure." Pressing the buttons on their duel disks, two giant hologram dice appeared in the center of the field. They rolled and landed on a total of six and nine.

"I'll go first." Cordelia said.

"Alright." Aiden said as they drew their cards.

"First. I will activate my Field Spell Card: A Legendary Ocean."

Cordelia placed the card in her duel disk, causing it to glow. Soon, the ground started to rumble as a massive castle slowly rose from the ground behind her. And as it did, water suddenly appeared on the field at knee level of Cordelia and Aiden. However, despite 'feeling' the 'water,' neither duelist was actually wet.

"Next, I will activate my Continuous Spell Card: Water Hazard. While I control no monsters, I can special summon one level four or lower water monster from my hand. I will special summon Atlantean Heavy Infantry. And its effect lets me Normal Summon an additional time each turn. Now, I will Normal Summon Deep Sea Diva. And on summon, Deep Sea Diva lets me special summon one level 3 or lower sea-serpent monster from my deck. I choose Legendary Atlantean Tridon. Next, I will activate Tridon's effect. By tributing it and Deep Sea Diva, I can special summon Poseidra, the Atlantean Dragon, from my deck."

The water near Cordelia slowly rose to her height before suddenly dropping to reveal Atlantean Heavy Infantry. It then raised its shield in front of itself and got into a defensive stance. Then, next to it, Deep Sea Diva rose from the water and sang a small song that lured Legendary Atlantean Tridon out of the castle. Then, Tridon growled before wrapping itself around Deep Sea Diva and pulling her back under the water. Everything was calm for a second, but that changed when tremors appeared in the water. They lasted for a few seconds but stopped for a second before Poseidra, the Atlantean Dragon, erupted from the water. Poseidra roared before taking a stance against Aiden.

"Now, I will set one card and end my turn." Cordelia said as a face-down card appeared before her.

"My turn. I draw." Aiden said as he drew his card.

"Back up! Back up! Back up!" Jaune said as he, Neo, and Illia had everyone take a few steps back.

"What's going on, Jaune?" Pyrrha asked, confused.

"Remember how our duel spirits said that they don't always get along with others?"

"Yeah."

'Well, some are bitter rivals/enemies.' Neo added.

"And these two are some of most well-known and fiercest." Illia added.

"What are they?" Coco asked.

"Well, the water ones are called the Atlanteans. Basically, they are greedy warlords who wanted to conquer everything to expand their empire."

"And the others?" Blake asked.

"You'll see." Jaune answered.

"First, I will activate my Field Spell Card: Fire King Island." Aiden said.

The ground began rumbling as a massive island with a volcano appeared behind Aiden. As soon as the island finished raising, Posiedra and the Atlantean Heavy Infantry roared at it.

"Now I will activate Fire King Island's effect. During my Main Phase, I get to destroy one monster in my hand and add one Fire King monster from my deck to my hand. I will choose Fire King Avatar Avatar. Now, I will summon Fire King Kirin."

The volcano on Fire King Island started to tremble before erupting with a stream of lava shooting into the sky. But then the lava

changed direction and 'burned' one of the cards in Aiden's hand. Yet, the smoldering remains soon caught fire to give life to a brand new card. Then, as the lava retreated to Fire King Island, a tiny droplet of it broke off and landed in the water before Aiden. And despite it being in the water, a pillar of flame burst forth from it that quickly took the form of Fire King Avatar Kirin.

"Why would he destroy his own monster, Jaune?" Nora asked, curious.

"You'll see in a moment."

"Which is also why we made you guys take a step back." Illia added.

"Now, I will set two cards and end my turn." Aiden said as two face-down cards appeared before him.

"My turn. I draw." Cordelia said as she drew a card.

"Hold on! Because it is your standby phase, my monster's effect activates from the graveyard. Return to the field to protect your island and burn away your enemies, Fire King High Avatar Garunix!" Aiden said.

The ashes that were under the water suddenly burst into the flames. They then grew bigger and bigger while merging into a giant ball of fire. The flames grew brighter and hotter with each passing second before it suddenly exploded, revealing Fire King High Avatar Garunix. Garunix then commanded the fire to strike down all of Coredlia's monsters, destroying them.

"Wow. That was hot." Yatsuhashi said.

"Yeah. No wonder you made us take a few steps back." Yang added.

"Wait. Garunix also destroyed Aiden's Kirin." Blake said as the fire enveloped Fire King Avatar Kirin."

'Yup. Garunix destroys all monsters on the field when it comes back.' Neo explained.

"But that also causes Aiden's other Fire King monster's effects to activate." Illia added.

"When Kirin is destroyed, it lets me send one Fire King monster to my graveyard, which will be Sacred Fire King Garunix. And because a Fire King I control was destroyed by a card effect, I get to special summon Fire King Avatar Rangbali from my hand." Aiden said. The flames that surrounded Kirin suddenly died down to reveal Fire King Avatar Rangbali, who then threw some fire with his staff at Aiden's deck. The fire then sent Sacred Fire King Garunix to the graveyard. "Okay. You can continue your turn, Cordelia."

"Alright. Let's see what I have to work with here." Cordelia said as she looked over her cards. While she did have Call of the Atlanteans on the field, it wouldn't do her any good since it would stop her from special summoning for the turn, and Fire King Avatar Rangbali could just negate it. But, it could not negate monster effects. "Alright. I will activate Water Hazard to special summon Neptabyss, the Atlantean Prince, from my hand. Then, I will activate his effect to send Atlantean Heavy Infantry from my deck to my graveyard. And since Heavy Infantry was sent to the graveyard by a water monster's effect, I get to destroy one face-up card you control. I will choose Fire King Island."

A wave came from behind Cordelia and crashed onto the field to reveal Neptabyss, the Atlantean Prince. He then used his trident to command the water to take Atlantean Heavy Infantry from Cordelia's deck. But instead of taking it to the graveyard, Neptabyss commanded the water to launch Heavy Infantry at Fire King Island, destroying it. And since it was destroyed, Fire King Island released one last stream of lava that destroyed all of Aiden's monsters. However, before the Fire Kings went away, they threw some of the fire at Cordelia, dealing her 500 points of damage. Everyone was confused for a moment, but it became clear when they realized that Aiden had activated his trap Card: Backfire.

"Wait. Wouldn't that just trigger Aiden's monster effects again?" Ruby asked.

"And let Garunix destroy all of Cordelia's monsters again?" Velvet asked.

"Technically, yes. But Garunix only comes back the next standby phase, while the lower level Fire Kings can be special summoned from the hand when another Fire King monster is destroyed by a card effect." Jaune.

"The thing is, the Atlanteans have a lot of card destruction effects. So, they only have two options. The first is to destroy Aiden's monsters with card effects and then attack while he has nothing on the field. The second is to brute force it, which isn't the best option for Atlanteans since they don't have that many heavy hitters." Illia added.

"Alright. You got rid of all of my Fire King monsters. But, because a fire monster I control was destroyed, I get to special summon Sacred Fire King Garunix from my graveyard to gain half of its attack. And since it was special summoned, it allows me to destroy one monster from my deck, which will be Fire King High Avatar Kirin. Now, because High Avatar Kirin was destroyed and sent to the graveyard, I can special summon one fire monster from my hand or graveyard to destroy one card you control. I'll choose Fire King Avatar Rangbali and destroy Neptabyss." Aiden said, smirking. And if one were to listen closely, they could hear the Fire Kings cackling while the Atlanteans growled.

The fires that remained on the field came together and transformed into Sacred Fire King Garunix, who then used his fire to destroy Fire King High Avatar Kirin and send it to the graveyard. Yet, some flames from Kirin remained on the field. And those flames quickly took the shape of Fire King Avatar Rangbali, who used the flames on his staff to burn and destroy Neptabyss.

"Damn. Well, Neptabyss's effect still goes off since I sent a water monster to my grave. And that allows me to add one Atlantean monster from my deck to my hand, which will be Atlantean Dragoons. But it doesn't matter since your Garunix will return next turn, destroying your Rangbali, which will let me use spell and trap cards again." Cordelia said, smirking, thinking she could turn the tide the next turn. "I end my turn."

"My turn. I draw. And Garunix returns, destroying my other monsters." Aiden said as Garunix appeared in a ball of fire, destroying all other monsters on the field. But it also dealt another five hundred points of damage to Cordelia due to Backfire activating. "Alright. I will summon Legendary Fire King Ponix, whose effect lets me add one Fire King spell or trap card from my deck to my hand. I choose Fire King Sanctuary."

"Aw. He's so cute." Nora said as Legendary Fire King Ponix appeared and struggled to bring Aiden his card.

"You say that now. But that is the baby form of Fire King High Avatar Garunix." Jaune said, chuckling.

"He must have a big growth spurt." Yang said, chuckling.

"I thought they were reincarnated just like how they were before they died." Velvet said.

"Eh, it's complicated." Jaune said.

"Now. I will activate Fire King Sanctuary. And its effect lets me place one Fire King Island from my deck to my field spell zone. Then, I will use Fire King Island's effect to destroy Legendary Fire King Ponix and add Fire King Avatar Garunix to my hand. And since a Fire-type monster I control was destroyed, Sacred Fire King Garunix special summons itself from my graveyard. Lastly, his effect goes off, letting me destroy a Fire King monster from my deck to gain half of its attack. I choose Fire King Avatar Barong." Aiden said.

A massive stone and flaming sanctuary with the Fire King's symbol appeared behind Aiden. And behind the Fire King Sanctuary, Fire King Island rose again from the watery depths. It erupted, with the lava heading toward and destroying Legendary Fire King Ponix. But Sacred Fire King Garunix appeared in its place a second later. Sacred Fire King Garunix then used his fire powers to send Fire King Avatar Barong to the graveyard and absorb its attack power.

"Yeah. That's not good. I'm going to activate my set card, Call of the Atlanteans, to summon out my two Atlantean Heavy Infantry and Legendary Atlantean Tridon." Cordelia said, worried, as her monsters appeared on the field and took a defensive stance. While she thought she remembered all the Fire King cards, she had forgotten that they had gotten new support recently.

"Okay. Since you activated that, I will reveal my trap card: Fire King Combined Strike. This lets me special summon a Fire King from my hand, deck, and graveyard. But their effects are negated and are destroyed during the end phase. I will summon Fire King Avatar Garunix from my hand, Fire King High Avatar Kirin from my graveyard, and Fire King Kirin from my deck. Finally, I will build the overlay network. I XYZ Summon with Sacred Fire King Garunix, Fire King High Avatar Garunix, and Fire King High Avatar Kirin." Aiden said.

The Three Fire Kings roared as they had the flames envelop their bodies. The flames then merged into one before flying into the volcano of Fire King Island. And a split-second later, the volcano erupted with a new monster emerging.

"Welcome to the field, Garunix Eternity, Hyang of the Fire Kings." Aiden shouted as the XYZ monster appeared on his side of the field.

"Does that monster even have a body anymore?" Weiss asked, shielding her eyes as it was so bright.

'We doubt it.' Neo answered.

"And if Garunix Eternity, Hyang of the Fire Kings, is XYZ summoned, I get to destroy all monsters on the field. And since Fire King Kirin is on the field, it gets destroyed, which allows me to send one Fire King monster from my deck to the graveyard. I choose my second copy of Fire King High Avatar Kirin." Aiden said.

Garunix Eternity, Hyang of the Fire Kings, roared as it flew into the air before dive-bombing the field, leaving behind nothing but ash and small flames that somehow still burned despite being in the water. And one of those flames struck Aidens' deck and destroyed Fire King High Avatar Kirin. However, like last time, a flame of Fire King High Avatar Kirin landed on the field. And from that flame emerged Fire King Avatar Rangbali.

"Now, I will activate Garunix Eternity, Hyang of the Fire Kings's effect. By detaching one card, I get to destroy one spell or trap card you control. I choose A Legendary Ocean."

"There goes that." Cordelia muttered as she sent her card to the graveyard with the water and castle disappearing from the field.

"And because I did that, Garunix Eternity, Hyang of the Fire Kings, gains an additional 500 attack. Now, Garunix Eternity, Hyang of the Fire Kings, and Fire King Rangbali will attack you directly for 5,100 points of damage." Aiden said as Garunix breathed fire at Cordelia while Rangbali used his staff to throw his fire at Cordelia.

"Ow." Cordelia said as her life points dropped to 1900.

"I end my turn."

"My turn. I draw. Well, I might as well try to damage you while I can. I summon Deep Sea Diva and use her effect to bring out Legendary Atlantean Tridon. Then, I will use Tridon's effect to bring out Poseidra, the Atlantean Dragon, from my deck. And because of Tridon's effect, all your monsters lose 300 attack points." Cordelia said.

A song played as Deep Sea Diva appeared on the field. However, like last time, Tridon appeared a second later and wrapped his tail around her before dragging Diva away. And a second later, Poseidra, the Atlantean Dragon, arrived. Poseidra then roared, which caused all of Aiden's monsters to lose attack points.

"Now, I will attack Fire King Avatar Rangbali with Poseidra, dealing you 1500 points of damage." Growling, Poseidra ran toward Rangabil and swiped his claws at him, destroying the Fire King monster. Yet, like the previous times, a small flame was left behind that quickly transformed into Sacred Fire King Avatar Garunix, who then dealt another 500 points of damage to Cordelia. "I end my turn."

"My turn. Fire King Baron's effect activates from the graveyard. Since it was destroyed last turn, I get to add one Fire King spell/trap from my deck to my hand. I will add Circle of the Fire Kings. Next, I will activate Garunix Eternity's effect to get rid of Water Hazard and have Garunix gain an additional 500 attack points."

A flame appeared from beside Aiden that had a card on top that he took. Then, Garunix Eternity breathed fire to destroy Cordelia's Water Hazard. And then he absorbed the flames that remained to grow stronger and brighter.

"Now, the battle phase. Garunix Eternity will attack Poseidra for 1200 points of damage. And Sacred Fire King Avatar Garunix will attack directly for game."

Garunix Eternity flew into the air before dive-bombing Poseidra, who tried but failed to fend off the attack. And as a result, it screamed in pain as the flames slowly enveloped and destroyed it. Then, Sacred Fire King Avatar Garunix breathed fire at Cordelia directly, lowering her life points to zero and winning Aiden the match.

"Damn. Well, good game." Cordelia said as the holograms disappeared.

"Yeah, it was a good game." Aiden said, smiling.

"And since you won, you get my locator card." Cordelia said, handing Aiden the card.

"Thanks."

"Since I'm out and you're still in, mind if I tag along with you to see your duels?"

"Sure. But let's try to keep the others under control."

"Of course." Cordelia agreed before they left. Yet, as they did, some could still hear growling coming from their decks. Although, one sounded like smug growling.

"That was an interesting duel." Pyrrha said.

"Granted, it seemed kind of lopsided." Blake said.

"Yeah. Fox is saying that Cordelia seemed like she couldn't do anything." Yatsuhashi said.

"Yeah. It was kind of lopsided. But that's because Fire Kings got support recently. And that was what pushed them to be an almost guaranteed win in this duel unless Aiden drew a bad hand, which he didn't." Illia said.

'But if this duel happened before their support came out, then it would have been a lot closer.' Neo added.

"Anyway. That was one way to start off the tournament." Jaune said, with the others agreeing. "So, shall we split up now?"

"Yes. I want to get my duels underway and see what decks everyone else brought." Ruby said.

"And I need to go meet up with Winter as she is also competing." Weiss said.

"That's nice." Jaune said, smiling.

"But where should we meet up once we have our locator cards or are out?" Ren asked.

"There's a pier nearby. We can meet up there once we're done." Coco said.

"Or we can go to the apartments if it starts to rain since we all have a copy of our apartments." Illia said.

"Yeah, that's also good."

"Well, see you guys. And good luck on your duels." Jaune said. The others nodded and said their goodbyes as well before heading in different directions. Yet, everyone else chuckled or rolled their eyes when they realized that Velvet and Pyrrha went with Jaune. And as they left, Pyrrha and Velvet grabbed Jaune's arms and leaned into him. But they were all glad they had finally gotten together. Yet, one of them gained a devious smirk as she knew about their plans for after the tournament.

Ten Minutes Later

With Weiss and Winter

"I'm glad we could spend some time together, Weiss." Winter said, smiling, as she and Weiss walked through the streets, looking for their first duel.

"I'm glad too, Winter." Weiss said, happy she could spend time with her sister without anything looming over their heads like work or school.

"How's it going at Beacon?"

"Everything is going fine, Winter. There was a test from Glynda, and I had to help two of my teammates study for it. But it went well, and we all passed."

"That's good, Weiss. I'm glad you're making actual friends and are breaking away from father's influence."

"Thank you, Winter. I'm glad I have met my teammates as well."

"But I do have to ask." Winter said in a tone that Weiss found strange.

"What is it, Winter?"

"Have you found a special someone yet? Perhaps that young reaper?" Winter asked with a smirk.

"WINTER!" Wiess shouted, embarrassed. Luckily, no one heard it since everyone around them was either dueling or watching a duel.

"I'm only teasing, Weiss. Calm down." Winter said, chuckling. "Take your time with getting into a relationship with someone, Weiss. Just follow your heart and make sure the person also likes you for you and not for the reasons like the suitors Jacques got wanted."

"Thank you, Winter. I will keep that in mind." Weiss said, smiling.

"Now. Let's see who is willing to duel us." Winter said, looking around.

"Are you two ladies looking for a duel?" A voice from behind asked. Turning around, the Schnee sisters saw a 180-centimeter-tall man with white hair wearing a white tank top and black muscle pants. He was tan and incredibly ripped. He looked like someone you might see from those muscle-flexing competitions. However, what caught both sisters' eyes was how the man's eyes were pure white. And they didn't mean the Sclera. No. The man's iris and pupil were pure white.

"Um. Yes. We are looking for a duel." Winter said, composing herself.

"I take it you two were taken back by my eyes." The man said, laughing.

"Uh, n-no." Weiss stuttered, hoping not to come off as rude.

"Don't worry, young one. I understand your confusion about my eyes. It's normal."

"Is it some kind of mutation?" Winter cautiously asked.

"I'm not sure. And neither are the doctors."

"Are you visually handicapped?" Weiss asked.

"Nope. I can see just as well as you two can." The man said. "Now. Do either of you want to duel me?"

"Uh. Sure." Winter and Weiss simultaneously answered.

"Which one? We need to have someone else join me if you two want to duel together since I don't think the officials will allow a 2v1."

"You can go, Winter." Weiss said.

"Are you sure, Wiess?" Winter asked.

"I'm sure."

"Alright. Thank you."

"Before we begin. If you don't mind me asking, are you two sisters?" The man asked, curious.

"Yes. We are sisters. I am Winter Schnee, and this is my sister, Weiss Schnee."

"Hello." Weiss said, smiling. "What is your name?"

"The name's Fulgrim Kilduff. A pleasure to meet you two." Fulgrim said.

"It is a pleasure to meet you too, Fulgrim." Winter said as she placed her duel disk on her arm. "Now. Shall we get this duel underway?"

"Of course." Fulgrim said, doing the same as Weiss moved to the side. "How do you want to decide who goes first?"

"Let's flip a coin."

"Alright. What side do you want?"

"I'll choose heads."

"Okay." Activating their duel disks, they pressed the button to have a hologram coin appear in the center of the field. It flipped a few times before landing on tails. "I'll go first."

"Very well."

"Okay. This is not the greatest hand, but it will do." Fulgrim said as he looked over his cards. "Alright. I activate my spell card: Obedience Schooled. Come out, Ojamas."

"Ugh. Gross. Why are they wearing that?" Weiss asked, disgusted when she saw a black, green, and yellow beast appear on the field. And each of them was wearing speedos and nothing else.

"They could have at least worn something... or anything on top." Winter added, equally uncomfortable.

"Yeah. I don't know why those chose Speedos since there are other options. But, from what I learned, they love showing off their bodies and muscles, just like me." Fulgrim said, posing. But unlike the Ojamas, he only flexed his arm muscles and stopped after a second. "Now, I will activate my field spell: Ojama Country. Next, I will use Polyermization and fusion summon using my Ojamas. Come guys, let's bring out the Knight!"

Laughing, the Ojamas turned to Fulgrim and gave him a thumbs up. Then, Ojama Black and Ojama Yellow grabbed hands before jumping high into the air. A bright light suddenly appeared around them as they merged into a new form. And a second later, a massive creature wearing armor landed on the ground. But as this was happening, three small buildings appeared behind Fulgrim, filled with different types of Ojamas.

"At least this one is wearing something." Winter said.

'And zero attack points.' Weiss thought, confused. However, that soon changed to shock when Ojama Knight's attack points suddenly changed to 2500. "What? How did that happen?"

"Ojama Country's effect switches the attack and defense stats of all monsters on the field as long as I control an Ojama monster." Fulgrim explained as an elderly version of Ojama Yellow and Ojama Black appeared on Winter's left-most and right-most monster card zones.

"And why did those two appear?" Winter asked, confused.

"Ojama Knight's effect lets me select two of your monster card zones and make it so that you can no longer use them as long as Ojama Knight is on the field." Fulgrim explained as the elder Ojamas laughed at Winter's annoyance. "Now, I will activate Ojama Country's second effect. By discarding one card, which will be Ojama Pink, I get to special summon one Ojama monster from my graveyard. Welcome back, Ojama Black. Next, Ojama Pink's effect activates. We both draw and discard a card." Fulgrim said.

The Ojamas near the small buildings in Ojama Country started dancing as Ojama Pink reunited with them. But before it entered one of the huts, it grabbed a card and threw it to Fulgrim, who caught it and then threw back Ojama Duo. Then, the sounds of fighting could be heard with Ojama Black being kicked out of the huts and onto the field a second later. Meanwhile, Winter discarded Icejade Kingfisher

and drew her card as an elderly Ojama Pink monster appeared in the center monster card zone.

"Let me guess. Ojama Pink has a similar effect to Ojama Knight." Winter said, annoyed.

"Almost. I forgot to mention Ojama Pink's other effect. Because I discarded an Ojama card, I get to prevent you from using one of your monster card zones until the end of your next turn." Fulgrim explained as the Ojamas chuckled. "And with that, I end my turn."

"My turn. I draw. Alright. First, I will set three cards. Then, because there is a Field Spell Card active, I can special summon Icejade Kosmochlor from my hand. Next, I will equip it with Icejade Creation Aegirocassis." Winter said.

Three face-down cards appeared on the ground before. A second later, two massive crystals appeared in front of the set cards. The one on the left melted until it took the form of Icejade Creation Aegirocassis, while the other had parts chip off until it gained the shape of Icejade Kosmochlor. Once both monsters were on the field, Aegirocassis went over to Kosmochlor and equipped itself to her.

"Now, the battle phase. While your Ojama Black and Ojama Yellow seems tempting, the bigger nuance is Ojama Knight. While Ojama Knight has 2500 attack points, my Icejade Kosmochlor has 3000 attack points. This means you will take 500 points of damage." Winter said. Icejade Kosmochlor reached up and broke a 'piece' of herself off and then threw the shard at Ojama Knight, destroying him and freeing up two of Winter's monster card zones.

"Alright. Anything else?" Fulgrim asked.

"No. I end my turn."

"My turn then. I draw. Oh."

'I wonder what he is planning.' Wiess wondered when she saw Fulgrim smile.

"Looks like we can celebrate, Ojamas. I summon Ojama Yellow to the field, completing the trio yet again. Now, I activate the spell card: Ojama Delta Hurricane! Show them what you can do!"

Laughing, the Ojama trio danced around excitedly for a moment before bumping into each other. They shook it off, though, before getting up. Ojama Yellow and Ojama Black then threw Ojama Green up into the air before posing, with Green doing the same once he was at the apex. For a second, nothing happened. But that quickly changed as energy started to form in between them, which quickly grew in size and power. And after a moment, the Ojama trio launched at Winter's side of the field, destroying everything she had.

"Damn it." Winter muttered as she sent everything to the graveyard.

'I wasn't expecting that. It looks like Winter might be in trouble if Fulgrim can get Ojama Knight back on the field.' Weiss thought, worried. *'Hopefully, she can get out of this.'*

"Now. I will complete the circuit. I will link summon using my three Ojama monsters to summon Ojama Emperor." Fulgrim said as a link board appeared over his field. The Ojama brothers laughed before turning into stars that flew into the bottom three arrows. With the circuit complete, Ojama Emperor was formed and landed on the field in the Extra Monster Zone. The Ojamas from Ojama Country quickly brought out a chair for Ojama Emperor to sit on.

"Don't worry, Winter. Since Link monsters don't have defense points, Ojama King has zero attack points." Weiss said.

"Not quite true, young one." Fulgrim said, confusing Weiss.

"What do you mean?"

"Yes. Ojama King has no defense points since it is a Link Monster. But its effect lets it gain 3000 attack points when Ojama Country is on the field."

"Oh. Ah. Never mind, Winter."

"Don't worry, young one. It was just a simple mistake since you did not know about Ojama Emperors effect." Fulgrim assured. "Anyway. I will activate Ojama Emperor's effect to bring back Ojama Knight from my graveyard. And his effect will let me prevent you from using two of your monster card zones."

Taking out his staff, Ojama Emperor blew on it and smiled when he could see his reflection in it. He then tapped it on the ground a few times, with Ojama Knight exiting from one of the small buildings of Ojama Country and making his way to the field. As this happened, two elderly Ojamas appeared on Winter's side of the field.

"They don't count as tokens, right?" Winter asked.

"Nope. They are just there to let you know you can't use that zone."

"Alright."

"Now. Since you have nothing on your side of the field, I will have both my monsters attack directly for 5500 points of damage." Fulgrim said. His monsters grew excited before charging Winter. However, as soon as they got to her side of the field, another monster appeared that stopped them in their tracks.

"Not so fast. I have a response to your monsters attacking me directly." Winter said, smirking.

"HA! HA! The Goddess of Sweet Revenge! I never thought I would see that card in action. Go on. Let her effect go off. I got nothing to counter it." Fulgrim said, laughing, as Goddess used her weapon to destroy all of his cards except Ojama Emperor, who just lost his crown and chair. "Excellent play, Winter."

"Thank you."

"Wait. Why didn't Goddess destroy Ojama Emperor?" Weiss asked.

"It can't be destroyed while Ojama Country is on the field. And it was when it would have been destroyed, so it saved itself in the nick of time." Fulgrim explained.

"But that's not all. Goddess lets me special summon any monster from my deck. I will special summon Icejade Aegirine. And her effect allows me to add one Icejade spell/trap card from my deck to my hand. I choose Icejade Curse." Winter said. Two pillars of ice appeared on Winter's side of the field. One grew and grew before shattering to reveal Icejade Curse, while the other slowly took the shape of Icejade Aegirine.

"Well, I guess that ends my turn since I already used up everything I have."

"My turn. I draw. I will activate my Field Spell Card: Icejade Cenote Enion Cradle. And once activated, I get to add one Icejade monster from my graveyard to my hand. I will add Icejade Kosmochlor. And since I have a field spell, I get to special summon Kosmochlor in defense position. Next, I will activate Icejade Creation Aegirocassis's effect from my graveyard to equip it to Icejade Aegirine. Aegirocassis does grant attack points for each of my banished monsters, but I have none, so it does not matter. Lastly, I will activate Icejade Curse."

The field started to change colour as it changed to look like Icejade Cenote Enion Cradle, with crystals forming all over. But they soon began to glow brightly. But the light did not offer comfort and instead gave off a sense of foreboding doom. From the waters, a figure emerged to reveal itself to be Icejade Kosmochlor. A second later, the same thing happened, but the figure this time was Icejade Creation Aegirocassis, who attached itself to Icejade Aegirine.

"Now, the battle phase. I will first attack Ojama Emperor with Icejade Aegirine."

"Ojama Emperor's effect lets me redirect all battle damage I would take with it to you." Fulgrim said. Icejade Aegirine freed itself from the rest of the crystal before breaking off a piece of a nearby crystal and throwing it to Ojama Emperor. But while Ojama Emperor was destroyed, the force and damage were redirected to Winter, lowering her life points to 7,000.

"A necessary sacrifice since it means I have one less thing to worry about. Now, I will attack with Icejade Kosmochlor." Breaking off another piece of herself, Kosmochlor threw it directly at Fulgrim, lowering his life points to 6000. "I end my turn."

'Nice. I knew Winter could do it. Now, she has Fulgrim on the ropes.' Weiss thought.

"My turn. I draw. I will activate my spell card: Pot of Avarice. This lets me return five monsters from my graveyard to the deck to draw two cards." Fulgrim said as he returned the cards before drawing two. "Okay. This should keep me alive for a turn or two. I activate the spell card: Obedience Schooled. Now, I will special summon the Ojama Trio from my deck. Next, I will activate polymerization to fusion summon Ojama King in defense position."

From Fulgrim's deck, the Ojama Trio shot out and performed a small dance. They then grabbed hands before jumping into the air and merging into Ojama King, who landed in a kneeling position.

"At least this one is wearing a cape." Winter muttered, still wishing she could erase the images of the Ojamas from her mind.

"Unfortunately, Ojama King's effect can't activate due to Icejade Curse's and Kosmochlor's effect. I will end my turn."

"My turn. I draw. I activate Icejade Cradle to add Icejade Creation Kingfisher to my hand. Next, I will activate her effect to attach itself to

Icejade Kosmochlor. However, I will then use its other effect. While equipped to a monster, I can target one monster you control that has attack points less than the equipped monster's defense, return it to the hand, and special summon Icejade Creation Kingfisher."

Tremors started to appear in the water as Icejade Creation Kingfisher appeared and attached itself to Kosmochlor, only to separate a second later. And when it did, it used its wings to send Ojama King back to the Extra Deck before appearing next to Kosmochlor.

"Now, I will activate Icejade Creation Aegirocassis and special summon it. Next, I will Synchro summon using Icejade Creation Aegirocassis and Icejade Aegirine to bring out Icejade Gymir Aegirine." Icejade Creation Aegirocassis removed itself from Icejade Aegirine, causing cracks to appear in her. However, a light consumed them and fused them into Icejade Gymir Aegirine. "Now. I will move to the battle phase and attack with all my monsters."

"And that was a fantastic, albeit short, game. Good job, Winter." Fulgrim said, laughing, as the duel disks powered down.

"Thank you, Fulgrim."

"You did good yourself, Fulgrim. Sorry, you were eliminated in your first duel." Weiss said.

"It's fine, young one. I'm not here to compete. I'm here to enjoy the game and duel with others. And I'm glad I got to see Goddess of Sweet Revenge in action, even though it made me lose the match. Anyway. Here is my locator card. Good luck." Fulgrim said before leaving.

"He seemed nice."

"Yeah. He seemed nice. Granted, I could have gone without seeing those Ojamas in Speedos." Winter said, crinkling her nose in disgust.

"Same." Weiss agreed.

"Shall we go do something to try and expunge those memories from our minds?"

"Lets." Weiss said, nodding. They then left the area to try to find others to duel and forget about the Ojama monsters.

Meanwhile

With Ruby Rose

'Okay. Let's see. Let's see.' Ruby thought, wandering the streets, looking for someone to duel with. However, it was taking longer since she kept getting sidetracked, watching everyone else duel.

'Stay focused, young one.' Elemental Hero Neos whispered in her head.

"Right. Sorry."

Looking around, Ruby continued forward, searching for anyone to duel. Unfortunately, so many seemed to be already in duels. After about twenty minutes, Ruby sighed and decided to try another part of town to see if she could find someone free there. She also hoped her friends were having an easier time than her. However, her thoughts switched when she saw a kid about thirteen dueling. And while the fact itself wouldn't be noteworthy, it was who was on the side that caught Ruby's attention.

"You can do it, Jaime." A nearby lady cheered.

"Thanks, mom." The kid said, still focused on the duel.

'I wonder when will Mom arrive. I know Dad can't since he has work at Signal Academy.' Ruby wondered.

After learning that they were competing, Summer and Taiyang wanted to go and cheer them on. Unfortunately, despite his best

efforts, Taiyang had to stay behind and teach at Signal. But Summer was able to come, although she wouldn't be able to arrive until a few hours after the tournament began. However, what both Ruby and Yang noticed was how Summer seemed to be hiding something. And when asked about it, she simply said she had a surprise for them that she would reveal soon.

'I wonder what the surprise is. OH! WHAT IF IT'S A DECK!? AND WHAT IF SHE IS ALSO COMPETING!? WE CAN DUEL TOGETHER!' Ruby thought, growing excited with each passing second. However, because she was deep in thought, she failed to notice someone exiting a shop.

"OOF!" Both of them grunted as they fell to the floor.

"SORRY!" Ruby shouted.

"WATCH IT!" The other person growled.

"I-I'M SORRY! I-I wasn't paying attention. Let me-" Ruby began after getting up. But she went silent when the other person held up a finger to mouth. The other person slowly got up before dusting herself off. They then pulled out a handkerchief and used it to clean their face and hands before putting it away.

"Continue." The person said, sounding annoyed.

"Um... sorry." Ruby said, confused.

But as Ruby said that, she got a good look at the person she bumped into. The person was a human female who was about the same height as Jaune and around their age, if slightly older. She wore a regal gown outfit that seemed to have been modified for casual, everyday use. Her hair was straight and reached to her midback. But what caught Ruby's attention was just how much red was on the person. Her outfit was red and white, while her pupils were crimson. Her hair was also red, but the tips of it were maroon.

And to top it off, she was wearing a crown. The metal was vermillion, while the gems in it were fire opals.

'That's a lot of red. Is she an heiress like Weiss? Perhaps they know each other. I should ask her when I see her again.' Ruby thought.

"I accept your apology. Granted, it was your fault for not paying attention to where you were going; otherwise, you wouldn't have bumped into me, causing my outfit to get dirty." The girl said.

"Uh... yeah. Sorry."

"Please don't repeat yourself. Your voice is grating. And I don't want to hear it more than I have to."

'Rude.' Ruby thought.

"Anyway. I must go now. I am running behind schedule and must find others to duel."

"Wait. I'm competing in this tournament. We can duel." Ruby blurted out before realizing what she said. While she was looking for someone to duel with, this person and her attitude seemed like a headache to deal with.

"Uhg, fine. I guess some practice would do me some good." The girl sighed. "How many locator cards do you have?"

"Only one. But that's because-"

"Don't give me your excuses. Let's just get this duel on the road."

"Could you at least tell me your name first?" Ruby asked, annoyed. Even though she had only been in this person's presence for less than ten minutes, Ruby felt her patience waning significantly.

"Right. My name is Rani Roux, heiress to the throne of the town of Hjaalmarch."

"Ruby Rose."

"Now. Can we please get the duel on the way? The faster I win this tournament, the faster I leave this filthy town."

"Alright." Ruby sighed as they moved to a nearby opening. "How shall we decide who goes first?"

"May we flip a coin? The die function on my duel is in need of repair."

"Okay. Heads or tails?"

"Heads." Activating their duel disks, they pressed the button for the coin to appear. It flipped several times before landing on heads.

'Damn.' Ruby thought as she drew her five cards.

"I will go first." Rani said as she drew her cards.

"Alright."

"First, I will activate my spell card: Pantheism of the Monarchs. By discarding one Monarch spell/trap card, which will be The First Monarch, I get to draw two cards. Then, I will activate Pantheism's second effect from my graveyard. I show you three Monarch Cards from my deck, and you choose one for me to add to my hand while I shuffle the rest back into the deck." Rani said.

Activating the card, Rani then discarded The First Monarch trap card before drawing two cards. And she couldn't help but smile when she drew Ehther, the Heavenly Monarch, and Edea, the Heavenly Squire. Rani then banished Pantheism from her graveyard before searching through her deck for Domain of the True Monarchs, The Prime Monarch, and The Monarchs Erupt.

"Take your pick." Rani said while she placed the cards on her duel disk, so holograms of the back of the cards appeared on the field.

"I'll choose the middle one." Ruby said.

"Not the best." Rani muttered as Ruby chose The Monarchs Erupt trap card. While still good, the other cards would have been better. "Alright. Now, I will activate my spell card: Return of the Monarchs. And just so you know, every time I tribute summon, I get to add a monster with 2400 or 2800 attack from my deck to my hand. Next, I will activate Foolish Burial to send Erebus, the Underworld Monarch, from my deck to the graveyard."

A strange fog appeared on Rani's side of the field. And from it, a shovel appeared and made a hole where her graveyard would be. Then, from the fog, Erebus, the Underworld Monarch, revealed itself before entering the hole while crossing his arms.

"Now, I will summon Edea the Heavenly Squire, whose effect lets me summon one monster with 800 attack and 1000 defense points from my deck in defense position. I choose Eidos, the Underworld Squire. Lastly, I will tribute Eidos to summon out Thestalos, the Firestorm Monarch. When Thestalos is tribute summoned, I get to discard one random card from my opponent's hand. And if it is a monster, I get to deal you damage equal to 100 points times its level."

A ball of light appeared from the sky. It slowly descended until it reached the ground before taking the shape of Edea, the Heavenly Squire. She then grabbed some of the light in her hand before shaping it into a miniature version of Eidos, the Underworld Squire. Edea then threw it to her side, where it grew into the real Eidos. However, Eidos used his dark powers to create a makeshift red carpet. He then stepped to the side before disappearing as Thestalos, the Firestorm Monarch, approached the field. Thestalos then focused his flames into his hands before throwing them at Ruby's hand, *'incinerating'* one of her cards.

'Not too bad. At least it has a graveyard effect.' Ruby thought as she sent Neos Fusion to the graveyard.

"Now, because I tribute summoned a monster, Return of the Monarch's effect activates. I'll add Caius the Mega Monarch to my hand. Finally, I'll set one card and end my turn."

"I draw." Ruby said as she drew her card.

"I activate my trap card: The Monarchs Erupt. While I have no cards in my Extra Deck and control a tribute-summoned monster, I get to negate the effects of all face-up monsters on the field except tribute-summoned monsters."

"Well, that complicates things."

"I know it's intimidating to be in the presence of so many great Kings. But you can always surrender if you're too intimidated to think clearly. Better for our time." Rani said smugly, causing Ruby to roll her eyes.

"Alright. First, I will activate Miracle Fusion. By banishing Elemental Hero Neos and Elemental Hero Liquid Soldier, I get to fusion summon Elemental HERO The Shining. And since Liquid Soldier was banished and used as Fusion Material, his effect goes off, which lets me draw two cards and discard one. But because it was in my hand, The Monarchs Erupt doesn't do anything."

"You're right in that." Rina growled.

Activating her spell card, Elemental Hero Liquid Soldier and Elemental Hero Neos appeared above the field. They nodded to each other before flying into the air and turning into a giant ball of light. The ball then came back down to the field and exploded to reveal Elemental Hero The Shining. Then, Elemental Hero Liquid Soldier appeared from the banish zone to deliver Ruby two cards before retreating.

"Not too bad." Ruby said as she discarded Galaxy Cyclone while keeping Next. "Next, I will activate my field spell: Skyscraper. Finally, I will set one card and move to the battle phase. My Shining will destroy your Thestalos, the Fire Monarch, dealing you two hundred points of damage."

The buildings from Skyscraper appeared from behind Ruby. And as they rose, Elemental Hero the Shining flew into the sky before forming another ball of light and throwing it at Thestalos, destroying it.

"You'll pay for disrespecting a king like that." Rina said as her life points dropped to 7800.

"We'll see about that. I set one card and end my turn." Ruby said.

"You'll regret saying that. My turn. I draw. I activate the spell card: The Monarchs Stormforth. During this turn, if I tribute summon a monster, I can use one of your monsters as well. I will tribute your Elemental Hero The Shining, and my Edea the Heavenly Squire to bring out Caius the Mega Monarch. And Return of the Monarchs allows me to add Zaborg the Mega Monarch to my hand."

The sky above the field turned dark as the winds picked up. Soon, two tornadoes appeared that enveloped Elemental Hero The Shining and Edea the Heavenly Squire. The two tornadoes then merged into one before vanishing, leaving Caius the Mega Monarch, as the sole monster on the field.

"Because The Shining was sent to the field, I get to target two of my banished Elemental Hero Monsters and return them to my field." Ruby quickly said. A ball of light appeared from her graveyard that moved to her hand and transformed into the cards of Elemental Hero Neos and Elemental Hero Liquid Soldier.

"That won't save you. Caius's second effect lets me banish one card on the field and inflict 1000 points of damage to you."

"I'll chain the card you chose by activating it." Ruby said as she activated the card to reveal it to be Favorite Contact. "By returning Elemental Hero Neos and Elemental Hero Liquid Soldier from my hand, along with Elemental Hero the Shining, to the bottom of my deck, I get to fusion summon one Fusion monster from my extra deck. Welcome to the field: Wake Up Your Elemental HERO!"

The three cards in question began to glow according to their respective attribute. They then shot into the sky and headed to the tallest building in Skyscraper. They entered one of the open windows, which closed a second later. But several opened a moment later with numerous Elemental Hero monsters appearing in one monster card zone.

"And because Favorite Contact was sent to the graveyard instead of being banished, I avoid taking the thousand points of damage."

"But your monster is still weaker than my Mega Monarch. I'm moving to the battle phase. Caius the Mega Monarch will attack your monster, destroying them." Rani said, with Caius cracking his knuckles before charging at Wake Up Your Elemental HERO!

"Not so fast. I banish Neos Fusion monster to protect my monster from destruction." Ruby said as she banished the card. A portal appeared above Ruby's monster, who used it to escape from being hit by Caius.

"I end my turn then." Rani said as Ruby's monster returned to her field.

"My turn. I draw." Ruby said as she drew Miracle Fusion. "Alright. First, I will make my life easier by getting rid of The Monarchs Erupt. I will banish Cyclone Galaxy to destroy it."

"Hah! Now, I will show you why you don't disrespect people who are of higher status than you, like me. During my opponent's turn, if Ehther the Heavenly Monarch is in my hand, I can banish one Monarch spell/trap card from my graveyard, which will be The Monarchs Erupt, to Tribute Summon Ehther. I will use Caius as tribute material. And because I tribute summoned Ehther, I can send 2 "Monarch" Spell/Trap Cards with different names from my deck to the graveyard to special summon one monster with 2400 or more ATK and 1000 DEF from my deck. I choose Kuraz the Light Monarch. When Kuraz is special summoned, I can destroy up to two of your cards. Unfortunately, you get to draw two cards as well."

A throne suddenly appeared on Rina's side of the field. Then, Ehther appeared and sat on her throne before getting comfy. She then tapped her staff on the ground, with Kuraz the Light Monarch running to the field a second later. She then ordered Kuraz to destroy Ruby's Fusion monster and her set card. But as Ruby's monster left the field, Elemental Hero Liquid Soldier appeared.

"Now hurry up and draw your two cards so I can end this." Rina smirked, thinking she had won.

"Alright." Ruby said, unsure if the next two cards would help her. However, her uncertainty changed to surprise by what she drew. "Okay. Time to change strategies. I will use Miracle Fusion to summon Elemental HERO Flame Wingman - Infernal Rage by banishing Liquid Soldier and Wake Up Your Elemental HERO. And because he was used as fusion material, Liquid Soldier allows me to draw two cards and discard one."

Elemental Hero Liquid Solider flew into the air before turning into a blue ball of light while a yellow ball of light erupted from the graveyard. They then merged to form Elemental HERO Flame Wingman - Infernal Rage, who flew high above the Skyscrapers before landing back on the ground. He then turned around and gave Ruby her three cards, which were Favorite Hero, Mask Change, and Neos Fusion.

"Wait. I thought you only got two cards from Liquid Soldier?" Rin asked, confused.

"Yes. But Elemental Hero Flame Wingman - Infernal Rage allows me to add a Favorite Card from my deck to my hand." Ruby explained as she discarded Neos Fusion.

"It still won't help you."

"Shut it. You're getting on my nerves. Now, I will activate Skydive Scorcher. By targeting one Elemental Hero Fusion monster I control, I can destroy all monsters you control and inflict damage to you

equal to the highest original ATK among those destroyed monsters in the graveyard."

"So, 2800 points of damage. Not bad, but not good either." Rina said, crossing her arms.

"However, because I have Skyscraper on my field, I can inflict damage to you equal to the combined original ATK of those destroyed monsters in the graveyard, instead. That means you're taking 5200 points of damage!"

"However, because I have Skyscraper on my field, I can inflict damage to you equal to the combined original ATK of those destroyed monsters in the graveyard, instead. That means you're taking 5200 points of damage!"

Taking flight, Elemental HERO Flame Wingman - Infernal Rage flew to the top of the Skyscrapers before dive-bombing the field while breathing fire using his dragon mouth hand to burn Rina's monsters. They groaned in pain before exploding, with the force behind it dealing damage to Rina's life points.

"Next turn, you're dead." Rina said as her life points dropped to 2600.

"There won't be a next turn. Now, I will equip Elemental HERO Flame Wingman - Infernal Rage with Favorite Hero. While I control a field spell, the equipped monster gains attack equal to its defense. That means Elemental HERO Flame Wingman - Infernal Rage now has 3300 attack points. Now, the battle phase. Attack Elemental Hero Flame Wingman - Infernal Rage." Ruby ordered. Nodding, Elemental Hero Flame Wingman - Infernal Rage flew into the air before dive-bombing Rina, causing her life points to hit zero, causing Ruby to win the duel. "YES!"

"NOOOOOOO!" Rina shouted in disbelief.

"Well, that was a good start to the tournament." Ruby said as they turned off their duel disks. "But now, hand over your locator card."

"Fine. But mark my words, you will rue this day." Rina said, giving Ruby her locator card. She then huffed before turning and walking away.

"Man. She is annoying."

"She sure is." A voice said from behind Ruby. Turning around, Ruby saw someone who looked similar to Rina.

"Um. Who are you?"

"The name is Abel Roux. And I am Rina's older brother."

"Oh. Nice to meet you."

"The pleasure is mine. Although, I am sorry you had to deal with my sister's attitude without me present."

"It's fine. But is she always like this?"

"Unfortunately. Anyway. I have to go calm her down. Thank you for dueling her. I wish you luck in your future duels. Have a nice day."

"Bye." Ruby said as Abel left. "That was weird. Anyway. One down, four more locator cards left to go. I just need to find others willing to duel. Hopefully, they are not like Rina."

Meanwhile

With Pyrrha, Jaune, and Velvet

"So, how is it coming along with the new archetype you added to your deck, Pyr?" Jaune asked.

"It's coming along fine. I'm still learning all the combos they have, though." Pyrrha answered, still leaning into Jaune and enjoying his

warmth.

"And the duel spirits? Are they getting along?" Velvet asked, doing the same.

"It was a bit rough at first. But they're getting along now."

"That's good."

"Anyway. We should probably look for someone to duel so we can get our locator cards." Jaune said.

"Right. As much as I would like to stay like this, we need to get our duels underway." Velvet said.

"But maybe we can get a tag duel?" Pyrrha suggested.

"Let's focus on trying to find someone for a 1v1 duel since I doubt we'll be able to find enough people for a tag duel, let alone for 3v3." Jaune said.

"Fair." Pyrrha and Velvet said. While they would have preferred a 3v3, they agreed with Jaune that it would be next to impossible right now. But maybe as the tournament progresses, they could change.

"Now, let's see who is willing to duel?" Jaune asked as they looked around.

"OW!" A voice shouted in pain. Turning to where it came from, they saw an older male working on what appeared to be a circuit board. He had grey hair with burnt tips, black goggles that covered his eyes, and light-brown skin. He wore a torn and tattered beige lab coat, black pants, and black fingerless gloves.

"Uh. Are you okay?" The trio asked, walking up to the man.

"Huh? Oh. Yes. I'm fine, kids." The man said, putting down the circuit board before lifting his goggles to reveal grey eyes.

"Um. What were you doing?" Velvet asked, curious.

"Oh. I was just working on some old circuit boards I found."

"Why?" Pyrrha asked, curious.

"Just because something is old or outdated doesn't mean it's useless. Sometimes, all it needs is a little tune-up." The man said. However, they all jumped when the circuit board he was working on suddenly sparked. "Granted, some just don't want to come back again."

"Yeah. It seems like it just wants to rest now." Jaune agreed, chuckling.

"Anyway. Is there something you three need, or did you three just come to check on someone shouting?" The man asked.

"A little bit of both, actually." Jaune said, surprising Velvet and Pyrrha.

"What do you need?"

"Well, we are competing in the tournament. And we want to know if you would be willing to duel one of us if you are also competing."

"Tournament? Oh, right. I forgot I was competing in a tournament. I guess I got sidetracked and forgot why I was even here." The man said as he put the circuit boards and his tools in a travel bag before standing up. "But yes. I'd be willing to duel one of you."

"Great. Thanks, uh... sorry. What was your name again?" Velvet asked.

"My name is Nexus Farran. But you can just call me Nex." Nex answered. "What're your names?"

"I'm Velvet."

"I'm Pyrrha."

"And I'm Jaune."

"Nice to meet all of you. So, who am I dueling?" Nex asked. Pyrrha, Jaune, and Velvet looked at each other before shrugging.

"I'll duel you." Pyrrha answered.

"Excellent. Let's get going then." Nex said, already heading to an empty spot.

"Good luck." Jaune and Velvet said.

"Thanks." Pyrrha said, smiling, as she moved to stand across from Nex.

"So, how do you want to decide?" Nex asked.

"High roll?"

"Sure." Pyrrha said. They both activated their duel disks and pressed the die button. Two pairs of dice appeared on the field that rolled and landed on a nine and three. "You can go first."

"Thank you very much. First, I will start by activating my Field Spell Card: Karakuri Showdown Castle. Next, I will summon Karakuri Komachi MDL 224 "Ninishi." Then, I will activate Karakuri Cash Cache. If I control a Karakuri monster, I can switch it to defense position and add Karakuri Soldier MDL 236 "Nisamu" from my deck to my hand. Because I control Karakuri Komachi MDL 224 "Ninishi," I get to summon an additional time. So, I will summon "Nisamu.""

The ground rumbled as a castle on a hill appeared behind Nexus. And from it came out Karakuri Komachi MDL 224 "Ninishi." Once on the field, she turned to the side and used the lens on her face to project a hologram of a shed, with Karakuri Soldier MDL 236 "Nisamu" coming and becoming solid a second later.

"I will now Synchro Summon using my monsters to bring out Karakuri Shogun MDL 00 "Burei." And because "Burei" was Synchro Summoned, I can special summon Karakuri Barrel MDL 96 "Shinkuro" from my deck to my field in defense position. Now, I will Synchro Summon again. This time, I will bring out Karakuri Super Shogun MDL 00N "Bureibu," which lets me bring out Karakuri Watchdog MDL 313 "Saizan." Because I control two machine-type effect monsters, I can activate Iron Draw, letting me draw two cards. And finally, I will use Karakuri Gama Oil to Special Summon Karakuri Soldier MDL 236 "Nisamu" from my graveyard."

Karakuri Soldier MDL 236 "Nisamu" and Karakuri Komachi MDL 224 "Ninishi" nodded at each other before returning to Karakuri Showdown Castle. As they returned, Karakuri Shogun MDL 00 "Burei" exited the castle with Karakuri Barrel MDL 96 "Shinkuro" on his shoulder. However, both seemed to spark for some reason before clumsily returning to the castle. Yet, as they did, they passed Karakuri Super Shogun MDL 00N "Bureibu" with Karakuri Watchdog MDL 313 "Saizan" walking next to him. Once on the field, "Saizan" ran to Nexus and gave him his two cards. Meanwhile, "Bureibu" unsheathed his sword and ordered Karakuri Soldier MDL 236 "Nisamu" to return to the field.

"I set two cards and end my turn." Nexus said, setting two cards.

"My turn. I draw." Pyrrha said, drawing her card and wincing at what she drew.

"Have you ever played against Karakuri, Jaune?" Velvet asked as they watched from the sidelines.

"Nope. I never played against them." Jaune answered.

"Alright. I activate the spell card: Card Destruction. We discard our hands and draw the same amount we discarded." Pyrrha said as she discarded her hand before drawing five cards.

"But since I don't have any, I don't do anything." Nexus said, chuckling.

"Okay. Because you have a monster and I don't control any, I'll start off by special summoning Heroic Challenger - Assault Halberd. Next, I will Normal Summon Heroic Challenger - Morning Star, whose effect lets me add Heroic Envoy from my deck. I will use Heroic Envoy to add Heroic Challenger - Double Lance to my hand."

A whistling sound was heard that grew louder until a Halberd landed on the field before Pyrrha, with the respective Heroic monster appearing a second later. Then, Heroic Challenger - Morning Star came running from behind Pyrrha before jumping onto the field. He then turned and gave Pyrrha Heroic Envoy. But the card then changed to that of Heroic Challenger - Swordshield.

"Now, I will special summon Berserkion the Electromagna Warrior, from my hand by banishing the needed monsters from my graveyard." To the shock of Velvet, Jaune, and Nexus, Pyrrha activated her semblance and targeted her graveyard. Nothing happened for a second, but that changed when the parts of the Electromagna monsters appeared over the field. She then grunted as she used her semblance to craft Berserkion from the pieces. Once done, Berserkion landed on the field before brandishing his weapon.

"Wow." Jaune and Velvet said, shocked.

"Next, I will build the Overlay Network. I will XYZ using my Heroic Monsters to bring out Heroic Champion - Gandiva."

Looking at each other, both Heroic Monsters brought their weapons together before turning into bright balls of energy. The balls of energy flew into the sky before crashing into each other. A horse neighing was heard as Heroic Champion - Gandiva raced back to the ground.

"Now, I will activate my Field Spell Card: Magnetic Field. I will then set one card. Now, because I don't know what your two set cards are, I will banish Breakthrough Skill from my graveyard, which I discarded with Card Destruction."

"Which of my monsters are you targeting?" Nexus asked.

"I will target your Karakuri Soldier."

"Alright." Karakuri Soldier MDL 236 "Nisamu" started twitching for a few moments before sparks began flying from it. Then, the lights that came from the lens on its face turned off.

"Now, the battle phase. I will attack your Karakuri Super Shogun with my Berserkion the Electromagna Warrior."

"But they have the same attack points." Velvet said.

"Yes. But Berserkion the Electromagna Warrior has a special effect." Jaune explained.

Turning back to the duel, Berserkion charged Karakuri Super Shogun with his weapon. But as soon as he reached Nexus's side of the field, Karakui Super Shogun attempted to parry the attack and force Berserkion back. However, both sides wouldn't budge, which resulted in both of them becoming scrap. Yet, when Berskion turned into pieces, Pyrrha used her semblance to turn the pieces back into the original, separate Electromagna warriors.

"Oh, so, when Berserkion is destroyed, Pyrrha can special summon one of each Electromagnet warriors from her banished zone." Velvet said.

"Yup." Jaune said. "Now, she can attack three more times."

"But her attack, while brave, was futile since she is not the only one who can bring back machines. I activate my trap card: Time Machine, to revive my Karakuri Super Shogun." Nexus said as a

giant machine with a clock appeared on the field. The doors opened with Karakuri Super Shogun MDL 00N "Bureibu" stepping out a second later.

"You're not the only one who can do that. Each of my Electromagnet warriors has effects that go off when they are special summoned. And the chain will be Gamma, Beta, then Alpha. Alpha will let me add Valkyrion, the Magna Warrior, to my hand. Beta allows me to add Delta The Magnet Warrior to my hand. However, he won't stay in my hand for long, as Gamma lets me special summon one Magnet warrior from my hand, which will proc Delta's effect, letting me send one Magnet Warrior monster from my deck to the graveyard." Pyrrha said.

Once all three Electromagnet warriors were on the field, they let electricity course through their bodies to form two cards. They then gave them to Pyrrha before Gamma used his power to let her summon Delta the Magnet Warrior. Once on the field, Delta allowed Pyrrha to send Alpha, the Magnet Warrior, to the graveyard.

"Next, I will attack Nisamu with Beta The Electromagnet Warrior, dealing you one hundred points of damage. Then, I will attack Saizan with Heroic Champion - Gandiva."

"Well, you scrapped my Nisamu. And since you used Breakthrough Skill on him, I don't get his effect. But also, because he was equipped with Karakuri Gama Oil, it goes to the graveyard." Nexus said after Beta destroyed Nisamu, while Karakuri Watchdog went into defense position. "However, because a Karakuri monster I control was changed to defense position, I get to activate Karakuri Trick House, which lets me destroy your Gandiva."

"Sorry about that, Heroic Champion - Gandiva." Pyrrha said as a trap hole formed beneath her monster. It opened, with Gandiva falling through and getting destroyed by the spikes at the bottom. "Now, Alpha will destroy Karakuri Watchdog."

"Don't worry. I'll rebuild you." Nexus said as Alpha destroyed Karakuri Watchdog. "Anything else?"

"No. I end my turn."

"Alright. I will draw for my turn." Nexus said as he drew a card. "Okay. I don't have too many options here. I will switch Karakuri Super Shogun to defense position. And when a Karakuri monster switches battle positions, I get to banish one card you control. I will choose your Alpha the Electromagnet Warrior."

"In response, I will activate my Electromagnet Warriors' effect. By tributing them, I get to special summon their Magnet Warrior counterparts." Pyrrha hurriedly said.

Karakuri Super Shogun brandished his sword before charging at the Electromagnet Warriors. However, right before he reached them and swung his weapon, Pyrrha used her semblance to break apart her monsters before reforming them into the Magnet Warriors. Annoyed, Karakuri Super Shogun returned to his side of the field.

"Well, that happened. Anyway. Because I have Karakuri Bonze MDL 9763 "Kunamzan" in my hand, I can change the battle position of Karakuri Super Shogun to special summon it. Unfortunately, Super Shogun's effect is only once per turn." Nexus said as Kunamzan appeared from the castle and made his way to the field. "It's also treated as a tuner, but I don't have any compatible monsters on the field or in my extra deck."

"So, the battle phase?" Pyrrha asked.

"Yes. My Karakuri Super Shogun and Kunamzan will attack your Delta and Beta warriors. But since Karakuri Showdown Castle is still on the field, I get to change Delta and Beta into attack position."

Feeling a sudden urge overcome them, Delta and Beta suddenly changed to Attack Position. Karakuri Super Shogun unsheathed his

sword and used it to slice Delta in half while Kunamzan delivered an open-palm strike toward Beta, shattering it to pieces.

"Not so fast." Pyrrha said as her life points dropped to 6300. "When Delta is destroyed and sent to the graveyard, I can banish three Magnet Warriors from my grave to special summon Valkyrion, the Magna Warrior, from my hand."

Activating her semblance once again, Pyrrha used the pieces of the Electromagnet Warriors to summon Valkyrion, the Magna Warrior, to the field. Valkyrion unsheathed his sword before aiming it at Karakuri Super Shogun.

"Well, I have nothing left. So, I end my turn." Nexus said.

"My turn. I draw. Okay. I will activate my Trap Card: Back to the Front, to special summon Heroic Challenger - Morning Star, whose effect will let me add Heroic Envoy to my hand. And I will use it to add another copy of Heroic Challenger - Double Lance to my hand. Then, I will summon Heroic Challenger - Double Lance, whose effect will let me special summon my other copy in defense position. Next, I will XYZ summon using my Heroic Challengers to bring out Heroic Champion - Kusanagi."

Above the graveyard on Pyrrha's side, a portal opened up. For a second, nothing happened. But that changed when Heroic Challenger - Morning Star was tossed out of it and barely managed to avoid landing undignified. Shaking it off, he then gave Pyrrha Heroic Enovy, which used to add Doube Lance to her hand. Afterward, Heroic Challenger - Doube Lance appeared and used one of his weapons to create a copy of himself. However, they then brought their weapons together to fuse into Heroic Champion - Kusanagi, who took out his flaming sword.

"Now, the battle phase. Valkyrion, the Magna Warrior, will attack your Karakuri Super Shogun, dealing you five hundred points of damage."

"Okay." Nexus said as Valkyrion flew toward Karakuri Super Shogun, who attempted to counterattack but failed and ended up destroyed.

"Next, Kusangai will attack your Kunamzan. But since it changes to defense position, you won't take any damage."

"True." Nexus said as his life points went down to 7400.

"I end my turn."

"My turn. I draw." Nexus said. But he groaned when he saw that it was Karakuri Trick House. While it would have helped, he knew that Kusangai would just negate it. And since he didn't have anything strong enough to deal with them, that left him with no outs. "Well. It looks like that's it. You won, Pyrrha."

"Wait. I won?" Pyrrha asked, confused.

"You're surrendering, Nexus?" Jaune asked, surprised.

"Yup. I got nothing left. All I have is Karakuri Trick House and my Field Spell. But Kusanagi could just negate it, and Karakuri Showdown Castle's second effect only goes off when it is destroyed, while the first effect is useless since I don't have anything strong enough to deal with her monsters." Nexus explained before smiling. "But either way, it was a good duel. Here's your locator card, Pyrrha."

"Thanks. You did good, too, Nexus." Pyrrha said, smiling.

"Thanks, kid. See you around." Nexus said before leaving.

"Good job, Pyr." Jaune said before kissing her on the cheek.

"Thanks, Jaune." Pyrrha said, blushing.

"But I have to ask, Pyrrha. How did you do that with your Magnet monsters?" Velvet asked, curious.

"Oh, that is a bit of a story. It was when I first met the spirits of the Magnet Warriors and accidentally used my semblance on them." Pyrrha began as they walked away to find others to duel.

Meanwhile

With Blake

"Thanks again for getting those assholes away from me, Vulkan." Blake said as she and a 200 cm tall, dark-skinned male with red eyes walked to a clearing in a nearby park.

"You are quite welcome, young one. No one should be mocked for who they are or for something they cannot control. Hopefully, they learned this lesson." Vulkan said, smiling.

'If by lesson, you mean brutalization, and by learning, you mean traumatized, then sure.' Blake thought with a wince. After arriving in this part of town, some Anti-Faunus people started harassing her, with one even trying his luck with a knife. However, before she could leave, Vulkan interfered and ensured they would remain in the hospital for a while. It was almost scarring just seeing him fight with unbridled fury.

"I think this is a good spot for our duel." Vulkan said, snapping Blake from her thoughts.

"Right. So, how do you want to do this? Flip a coin or roll a die?" Blake asked as they activated their duel disks.

"Neither. You can have the honor of going first."

"Are you sure?" Blake asked, raising an eyebrow. From what she had seen so far from others dueling, everyone wanted to go first unless they had a strategy that wanted them to go second. But Vulkan seemed like he genuinely wanted her to go first out of the goodness of his two hearts.

"Yes. You may go first."

"Alright. Thank you."

"You are quite welcome, young one."

"But just a quick question. What deck are you using?"

"I use a The Agent Deck."

"Okay. I will start by setting the Pendulum Scales with Lunalight Wolf and Lunalight Tiger. Next, I will activate Lunalight Fusion to Fusion Summon Lunalight Cat Dancer. And Lunalight Black Sheep's effect lets me add Lunalight Blue Cat back to my hand from the graveyard." Blake said.

A massive pendulum appeared on Blake's side of the field with Lunalight Wolf and Lunalight Tiger on top of it. They then slid down the pendulum before hopping off and heading to their respective zones. Then, Lunalight Black Sheep and Lunalight Purple Butterfly appeared. They smirked before fusing to form Lunalight Cat Dancer, who raised her dagger, which reflected the light from the sun. And as she landed on the ground, a ghost form of Lunalight Black Sheep appeared and gave Lunalight Blue Cat.

"Alright. Next, I will summon Lunalight Blue Cat and then end my turn." Blake said as Lunalight Blue Cat appeared on the field.

"Excellent moves. Now. It is my turn. I draw a card. Hmm." Vulkan said as he looked over his cards. "Alright. I will start by discarding Zeradias, Herald of Heaven, and Hecatrice. Zeradias will let me add The Sanctuary in the Sky to my hand, while Hecatrice allows me to add Valhalla, Hall of the Fallen. And now I will play both of them. Then I will play The Sanctum of Parshath."

A bright light appeared from the sky that nearly blinded Blake and her Lunalights. It almost seemed heavenly to them. Then came out Zeradias and Hecatrice to deliver Vulkan the two cards. He then

played his next cards, causing a heavenly sanctuary to appear in the sky while a shine and fountain appeared before and behind him.

"Now, because I don't control any monsters, I can special summon The Agent of Creation - Venus due to Valhalla's effect. Next, I will normal summon The Agent of Mystery - Earth. Earth's effect lets me add one The Agent card from my deck to my hand. However, because I control The Sanctuary in the Sky, I get to add Master Hyperion to my hand instead. Now, I will Synchro Summon The Executor of the Underworld - Pluto, using Earth and Venus. Then, I will banish Venus from my graveyard to special summon Master Hyperion."

From the Sanctuary in the Sky, Venus and Earth flew out and landed before Vulkan. Earth then gave Vulkan his Master Hyperion card, to which he smiled and nodded his thanks. Earth then flew back to the Sanctuary while Venus flew past it. Once they were out of sight, Plut exited the Sanctuary and landed on the ground, followed by Master Hyperion.

"One moment, Vulkan. What does your Field Spell and Sanctum card do?" Blake asked.

"The Sanctuary in the Sky prevents me from having battle damage when a Fairy-type monster I control is in a battle. And the Sanctum grants my fairy monsters 300 attack and defense points while also protecting my set spell/trap cards." Vulkan answered.

"Alright. Thanks."

"Now. I will activate Master Hyperion's effect. By banishing The Agent of Mystery - Earth from my graveyard, I can destroy your Lunalight Cat Dancer." Master Hyperion focused on the life essence of Earth before using it along with his powers to blast and destroy Lunalight Cat Dancer.

"Damn it." Blake muttered.

"Now, I will move to the battle phase. The Executor of the Underworld - Pluto, will attack your Lunalight Blue Cat." Pluto flew to the heavens before filling his orb full of energy and tossing it down at Lunalight Blue Cat, destroying her.

"But Lunalight Blue Cat's effect activates. I get to special summon another Lunalight Blue Cat from my deck." Blake said as another Blue Cat appeared while her life points went down by a thousand points.

"Now, Master Hyperion will destroy her."

"Lunalight Blue Cat has no once-per-turn restriction. So I get to special summon Lunalight Kaleido Chick." Blake said as Lunalight Kaleido Chick flew to her field.

"Alright. I set one card and end my turn."

"My turn. I draw. Okay. Let's see what I have to work with." Blake said as she drew Lunalight Perfume.

"Take your time and think young one. I'm sure you can come up with a good comeback."

'I don't know if I should be annoyed at his calm and kind demeanor or grateful that I am dueling someone as kind as him.' Blake thought. "Wait. Just to clear things up. Your monsters' effects can only activate if you have monsters in the graveyard to banish, right?"

"That is correct. To activate their effects, I need to banish a Fairy-type monster from my graveyard. Because of that, you have time to get rid of them before I get other monsters in my graveyard."

"Okay. That takes away some of the stress. So, let's see." Blake said. However, she felt a lightbulb go off in her head when she remembered something that Jaune taught her earlier on. "Wait. Vulkan."

"Yes, young one?"

"Your monsters target with their effects, right?"

"That is correct. Both my current monsters target other monsters with their effects."

'That can give me enough time to get the cards I need to take out his Sanctuary.' Blake thought with glee. "Okay. I will use Lunalight Kaleido Chick's effect to send Lunalight Panther Dancer to the graveyard so it gains its name. Next, I will activate Lunalight Wolf's effect. By banishing the necessary material from my field or graveyard, I can fusion summon Lunalight Leo Dancer."

Flying into the sky, Lunalight Kaleido Chick grabbed Lunalight Panther Dancer's hand before guiding her to the graveyard. But before heading there, Panther Dancer nodded at Chick. Then, Lunalight Wolf performed a quick dance to banish Lunalight Kaleido Chick, Lunalight Black Sheep, and Lunalight Blue Cat to summon Lunalight Leo Dancer. Once on the field, Leo Dancer unsheathed her sword.

"Now the Battle Phase. While you won't take any damage, I will still have Lunalight Leo Dancer attack both of your monsters due to her effect allowing her to attack twice." Brandishing her sword, Lunalight Leo Dancer leaped toward Master Hyperion and The Executor of the Underworld - Pluto, and struck them with her sword, destroying them. "I end my turn."

"Good work, young one. Now, let's see if I can come back as well. I draw." Vulkan said as he drew a card. "Hmm. It seems not for this turn. Your move."

"Alright. I draw. Hmm. I'll activate Lunalight Wolf's effect to banish my remaining Lunalights from my graveyard to Fusion Summon Lunalight Sabre Dancer. She gains 200 attack points for each Beast-Warrior monster that is banished or in my graveyard. I count six, so she gains 1200 attack points."

Lunalight Wolf began to dance again while the remaining Lunalight monsters in Blake's graveyard left for the banished zone. Then, Lunalight Sabre Dancer appeared on the field while twirling her swords. And each time one of the Lunalights entered the banished zone, Sabre Dancer's swords seemed to grow sharper and brighter.

"Now, the battle phase. I will attack you twice with Lunalight Leo Dancer." Leo Dancer leaped into the air before diving for Vulkan and striking him twice with her swords, causing his life points to drop to 1000. "Next, I will attack with Sabre Dancer."

"Hold on, young one. I have a response." Vulkan interjected.

"What is it?" Blake asked, curious.

"It is Mirror Force."

'SHIT!' Blake thought as Sabre Dancer struck at Vulkan, only for a magical barrier to absorb her attack and redirect it back at her. And since it did not have destruction immunity like Leo Dancer, she was destroyed. "Well, there goes her. I should have seen it coming."

"Don't feel too bad, young one. Even professionals don't always see things coming." Vulkan comforted.

"Alright. Since I have nothing else, I'll set one card and end my turn." Blake said as she set one card. *'I'm so glad I didn't use it yet. Thanks for the tip, Jaune.'*

"My turn. I draw." Vulkan said as he drew a card. "I will summon The Agent of Force - Mars. And his effects lets him gain attack and defense points equal to the difference between our life points. You have seven thousand, while I only have one thousand. That means he gains six thousand attack and defense points."

'That's not good.' Blake thought as The Agent of Force - Mars appeared on the field. He then drew power from the Sanctuary to get bigger.

"Now, I will attack your Lunalight Leo Dancer with The Agent of Force - Mars, dealing you 2800 points of damage and destroying your monster." Picking up his hammer, The Agent of Force - Mars ran toward Leo Dancer before performing a jump and slam attack that knocked Leo Dancer onto her back. And the force behind Leo Dancer hitting the floor damaged Blake, causing her life points to go down to 4200. "I end my turn."

"My turn. I draw. Okay. I will activate my face-down card, Lunalight Perfume. This lets me special summon one Lunalight monster from my graveyard. So, return to the field, Lunalight Leo Dancer. Then, I will banish Lunalight Sabre Dancer to grant Leo Dancer an additional 3000 attack points."

A bottle of perfume slowly floated in the toward Blake's side of the field. It was then picked up by Lunalight Leo Dancer, who spritzed some on herself. She then pulled out her sword. However, Sabre Dancer appeared and gave Leo Dancer her swords. Leo Dancer gave them a twirl before nodding as her attack points increased to 6,500.

"Alright. Now, the battle phase. I will attack your The Agent of Force - Mercury with Leo Dancer. Twirling Dancing Strike!" Adjusting the grip on her new swords, Leo Dancer jumped into the air before spinning like a tornado while heading toward Mercury, who could do nothing except accept his fate. And once destroyed, Vulkan's life points dropped to zero, causing Blake to win the duel.

"HA HA! A marvelous duel. This one will surely be one of the books and even for the Emperor. Great dueling, Blake." Vulkan cheered as the holograms disappeared.

"Thanks."

"And as per the rules, here is my locator card. I wish you luck on your future duels and hope to see you in the finals." Vulkan said before leaving.

"That was close. At least he was nice."

'True. But I am glad I got my revenge on Mercury. Man, he hits hard with his effect.' Lunalight Leo Dancer whispered into Blake's head.

"Yeah. He does. Anyway. Let's go find our next opponent."

Meanwhile

With Glynda

'I'm so glad Mr. Arc and Peach were able to practice duels with me.' Glynda thought as she traveled down the road, looking for her first opponent. Yet, she critically scanned her surroundings every second for any suspicious activity or anything that could tip her off about Salem or her followers. Fortunately, or unfortunately, depending on how you look at it, she had yet to see anything. *'Too bad Peach had to stay back to keep the school from burning to the ground. I know she wanted to come and compete. Maybe I can pick her up something on the way back and even talk to some of the other students to see if they are willing to have another tournament at the Academy.'*

Continuing forward, Glynda kept looking for someone for her first duel. However, much to her chagrin, nearly everyone was already in a duel. And those that weren't were only there to cheer on others. For a moment, Gkynda thought about moving to another part of town or try and find Ozpin or one of the others and see if they were having a better time at finding opponents.

****RRRIIIIINNNNGGG****

Speaking of them.

"Hello." Glynda said, answering her scroll.

'Glynda.'

"James. What's with the sudden call?"

'One, just to check in on everyone and see if they have found anything yet.'

"I haven't found anything yet. Everything seems to be going smoothly. But I will still keep an eye out."

'Good.'

"What are the other things you called me about?"

'I want you to keep an eye out for Penny.'

"Penny? Do you mean Pietro's daughter?" Glynda asked, confused.

'Yes. They are competing in this tournament, but they got separated in a crowd.'

"Alright. I'll keep an eye out for them."

'Thank you. And good luck in your duels.' Ironwood said before hanging up.

'Why do I sometimes feel like a babysitter.' Glynda thought, annoyed, as she rubbed her temples.

"Are you okay, Ms?" A voice asked. Looking up, Glynda saw a lady about her height with pale skin, blue eyes, and white hair. She was wearing, for some reason, a halo at the back of her head, an eagle symbol on the badge she was wearing on her chest, and a sword and shield on her back.

'Odd choice of wardrobe. Reminds me of a different version of Arc.' Glynda thought, composing herself. "Yes. I am fine, thank you."

"Good. I saw you rubbing your temples and seemed lost. I thought you were injured or suffered a concussion."

"No, I am fine. I just have a slight headache from having to deal with paperwork earlier in the morning and having a difficult time finding anyone to duel."

"I have some headache medicine if you want some." The lady said, taking out a pain medication bottle and pulling out two pills.

"Yes, please."

"Here you go."

"Thank you." Glynda said as she dry swallowed them.

"You're welcome." The lady said as she put away the bottle. "Now. Are you still looking for someone to duel?"

"Yes. I am."

"Well, perhaps we can duel. I'm also looking for someone."

"Sure. We can do that. Thank you, Ms..."

"My name is Katherine Elysius."

"Glynda Goodwitch."

"What deck do you use, Glynda?"

"A Spellbook deck. You?"

"A Parshath deck."

"Alright. Shall we get started?"

"Yes." Katherine said as they moved back to create space while taking out and activating their duel disks.

"How do you want to decide who goes first?"

"Let's do high roll."

"Alright." Pressing the buttons, two pairs of dice appeared and rolled. One pair landed on a two, while the other landed on an eight.

"I will go first." Katherine said as they drew their cards.

"Alright."

"To start my turn, I will set the Pedulumn Scale with Guiding Ariadne. Next, I will discard Zeradias to add The Sanctuary in the Sky from my deck to my hand. Then, I will activate it. Next, I will activate the spell card: Cards From The Sky. This card lets me banish one light Fairy-type monster from my hand, which will be Layard the Liberator, to draw two cards. It does prevent me from special summoning or conducting my battle phase this turn, though. But it does not matter. Then, I will set one card and Normal Summon Minerva, Scholar of the Sky."

A giant pendulum appeared from the sky that guided Guiding Ariadne from the heavens to Katherine's side of the field. Then, Zeradias flew down as well to give Katherine her Field Spell. She nodded before activating it as Zeradias left. A massive but beautiful sanctuary appeared above Katherine's side of the field. However, right after it did so, a tower that seemed to have come out of a fairy tale emerged from behind Katherine. And from the only window in it came out Minerva, Scholar of the Sky, who handed Katherine her two cards before going to the field and getting into an offensive position.

"Your turn, Glynda."

"Okay. I draw for my turn." Glynda said as she looked over her cards. "Alright. First, I will activate Spellbook Star Hall. Each time I activate a Spellbook Spell Card, I place 1 Spell Counter on this card. All Spellcaster-Type monsters I control gain 100 attack points for each Spell Counter on this card. Next, I will activate Spellbook Library of the Crescent. Because I do not have any Spellbook spell

cards in my graveyard, I get to reveal three Spellbook Spell Cards with different names from my deck, and you choose the one I get to add to my hand." Glynda said as she revealed Spellbook of Judgment, Spellbook of the Master, and Spellbook of Fate.

"I'll let you add the middle one." Katherine said.

"Okay. That will be Spellbook of the Master. Next, I will activate Spell Book of Knowledge. By discarding one Spellbook Spell card, which will be Spellbook Organization, I get to draw two cards." Glynda said as she returned the other cards to the deck and shuffled her deck. A spellbook with a white and red covering appeared in front of Glynda. She then opened it, flipped to the correct page, and read the inscription to send Spellbook Organization to the graveyard and draw two cards. "Now, I will summon Temperance of Prophecy and use her effect. Because I used a Spellbook spell card during this turn, I get to tribute her and Special Summon High Priestess of Prophecy from my deck. And then I will use her effect to destroy your Sanctuary in the Sky by banishing Spellbook of Knowledge."

Temperance of Prophecy appeared and walked to Glynda's field, where she used her two chalices as a focus to cast a new spell. And from that spell, the High Priestess of Prophecy appeared. Priestess nodded at Temperance, who nodded back before leaving. High Priestess then opened up her book and read an inscription that banished Spellbook Library of the Crescent before pointing at the Sanctuary in the Sky. However, no sooner than she did, High Priestess screamed in agony as a bright light enveloped her while a fountain appeared around her. Soon, the screaming died down along with the light to reveal Airknight Parshath. She then unsheathed her sword before heading to Katherine's side of the field, where Power Angel Valkyria handed her a light-type fairy monster.

"What just happened?" Glynda asked, confused.

"I knew what you were going to do. So, I activated my countertrap card: Rebirth of Parshath. This lets me negate your High Priestess's effect and special summon one Parshath monster from my deck or

extra deck. And Power Angel Valkyria lets me add one light Fairy-type from my deck to my hand, which will be Meltiel, Sage of the Sky. Although, I should mention that your monster is not destroyed and just sent back to the deck."

"Very well. I will activate Spellbook of Eternity to get back my Spellbook of Knowledge and end my turn."

"My turn. I draw. Okay. I will... that's not the greatest hand. Alright. I will activate Cards from the Sky. This time, I will banish Meltiel, Sage of the Sky, to draw two cards." Katherine said as the tower from before reappeared. This time, Meltiel flew into the tower before returning with the two cards. "And that is arguably even worse. But that is par of the course for Yugioh. I will set two cards and equip my Airknight Parshath with Cestus of Dagla before ending my turn."

"My turn. I draw. And The Grand Spellbook Tower's effect does not activate since I do not have a spellcaster on the field or in the graveyard." Glynda said as she looked over her cards. She then looked toward Katherine's monsters and decided to try a tactic her student, Yang Xiao Long, would employ. And that was just to brute force it since it seemed like Katherine's deck focused on negating her effects.

"And during your standby phase, I activate my face-down card: Synthetic Seraphim. Every time a counter trap card is activated, I get to special summon a Synthetic Seraphim Token." From the Sanctuary, a strange machine with cannons on its back raced out of it and landed behind Katherine.

"Alright. I will start by activating Spellbook of Knowledge and discard Spellbook of the Master."

"And I will negate your Spellbook of Knowledge by activating my countertrap card: Divine Punishment. And because I activated a countertrap card, I get a token. Plus, Power Angel Valkyria allows me to add Neo-Parshath, the Sky Paladin, to my hand." Storm clouds appeared all around the Sanctuary in the Sky, with four bolts

shooting out of it a second later, striking Glynda's Spellbook of Knowledge and destroying it. Then, Synthetic Seraphim launched a token onto Katherine's side of the field.

"Next, I will Normal Summon Strength of Prophecy. And due to Spellbook Star Hall, Strength of Prophecy gains 300 attack points. Next, I will activate Strength of Prophecy's effect to return Spellbook of the Master to my deck, increase her level by one, and raise her attack again by 500 points. Now, I will activate Spellbook of Power to grant her one thousand attack points. Strength of Prophecy is now at 3,400 attack points."

From behind Glynda, Strength of Prophecy walked up to the field while carrying a large book. She then opened up a book, which created a stand for itself. Strength then casted a chant to get stronger before reading an inscription from Spellbook of Power.

"However, attack points do not mean much now since you have The Sanctuary in the Sky on the field. So, I will proceed to the battle phase."

"Alright. Who are you attacking?" Katherine asked.

"While your Airknight Parshath has more attack power, your Power Angel Valkyria has a more impactful effect. So, I will attack her with Strength of Prophecy." Flipping to another page, Strength read a few lines before closing her book and having it change into a giant axe. She then picked it up before charging at Power Angel Valkyria and attacking her. With Power Angel Valkyria destroyed, all that was left was Spellbook of Secrets, which Strength of Prophecy took and gave to Glynda. "And since my Strength of Prophecy destroyed a monster while under the effect of Spellbook of Power, I get to add Spellbook of Secrets to my hand."

"Okay. There goes that plan."

"Now I will activate Spellbook of Secrets to add Spellbook of Fate to my hand. I will then set one card and end my turn."

"My turn. I draw. I will summon Radiant Jeral in attack position. Now, I will Link Summon. Come, heavenly guardians, complete the circuit with your heavenly powers. Let us bring out Celestial Knightlord Parshath." Katherine said.

From the Sanctuary in the Sky, Radiant Jeral appeared and flew down to the field to pick up the two tokens before returning to the Sanctuary. Then, Celestial Knightlord Parshath rode out of the Sanctuary and onto the field before unsheathing his sword. However, as soon as Parshath did that, Spellbook of Eternity, Spellbook of Power, and Spellbook of Secrets appeared around him. They opened up before spinning around him to the point where they became blurry. And after a few more moments, Parshath was gone. Looking at Glynda's side of the field, Katherine saw that Glynda had activated her Spellbook of Faith.

"Right. I miscounted how many Spellbooks you had in your graveyard." Katherine sighed. "Since that plan is gone, I end my turn."

"My turn. I draw. And because this time, I control a spellcaster monster, The Grand Spellbook Tower lets me return Spellbook of Knowledge to my deck to draw one card." Glynda said. The symbols floating around the tower cycled through hundreds of different ones before finally stopping. Then, the tower shot out two beams, one at Glynda's deck and the other at her graveyard, allowing her to return Spellbook of Knowledge to her deck and draw one card. "Now, I will activate Spellbook Library of the Crescent. I'll let you pick out of Spellbook of Secrets, Spellbook of Power, or Spellbook of Fate."

"I'll choose the one on the left."

"And that is Spellbook of Secrets." Glynda said as she added the card to her hand before shuffling the rest into her deck while Spellbook Star Hall caused Strength of Prophecy to grow stronger. "Now, I will summon out Temperance of Prophecy and use her effect because I activated a Spellbook card. Welcome back, High Priestess of Prophecy."

From The Grand Spellbook Tower, the High Priestess of Prophecy walked out while carrying several books. She then placed all but two in Spellbook Star Hall before handing Spellbook of Secrets and keeping her own.

"Next, I will activate Spellbook of Secrets to add Spellbook of Power to my hand. Then, I will use it on The High Priestess of Prophecy to increase her attack to 3500. However, Spellbook Star Hall gives her an additional 800 attack points. Then, I will activate Strength of Prohphecy's effect on herself to raise her level by one and increase her attack by 500 by returning Spellbook of Secrets to my deck. And finally, the High Priestess will use her effect to destroy your Airknight Parshath."

Grabbing the Spellbook of Secrets from Spellbook Star Hall, The High Priestess read an inscription to have it transformed into the Spellbook of Power. She then read a different page to have the power transfer into herself. Once done, Strength of Prophecy used her power to return Spellbook of Secrets to her deck while empowering herself. While she did that, the High Priestess opened her book to read one final spell to destroy Airknight Parshath.

"Now, I will move to the Battle Phase. Because you have no monsters on the field, my monsters will attack you directly for a grand total of 7600 points of damage. Go, Strength and High Priestess, attack Katherine with the Power of Knowledge."

'You really need to come up with a better name for our attacks.'

Flipping open to a different page, The High Priestess of Prophecy read an inscription to transfer her power to Strength of Prophecy. She then readied her weapon before running up to Katherin and striking her with it.

"I end my turn."

"My turn. I draw. And yeah. I surrender, Glynda." Katherine said, turning off her duel disk.

"Really?" Glynda asked, surprised. "You didn't draw anything that could help you?"

"Well, sort of. I drew into Archlord Kristya. And while he is strong and his effect is powerful, your Prophecy monsters have higher attack points than him. And while some cards in my deck could boost it, it would still not be enough, considering you could just increase your monsters' attack points again. Besides, you could have just destroyed him, the monster he returns to my hand, or my Field Spell, which would let you damage me when your monsters battle my Fairy-type monsters."

"And your countertraps?"

"They unfortunately did not show up. But even if they did, I saw that you changed your strategy to just brute-forcing it. And that would have been enough to bypass all but one."

"And which one is that?"

"Negate Attack. I get to end the battle phase immediately. But I only have one copy." Katherine explained. "Anyway. Here is your locator card. Good luck."

"Thank you, Katherine." Glynda said, storing the card. "Now. Are you leaving or going to stay?"

"Stay. I'm not just competing. I am also one of the medical assistants here. I'm going around to ensure nobody gets hurt and tend to anyone that does get hurt."

"Alright then. Take care."

"You too." Katherine said before each went their separate ways.

Meanwhile

With Yang

'Alright. Who should I duel?' Yang thought, looking around for someone to duel. However, unlike how most others were seeking the first person available, Yang wanted someone who could give her a challenge. But it proved harder than she expected. Luckily, it came quicker than she expected.

"HEY! YOU!" A voice shouted to her.

Turning to where it came from, Yang saw a young male almost as tall as an average Beowolf with bleach-blonde hair spiked upwards and slanted golden eyes. He wore a black bodysuit that goes from the white fur collar around his slightly-exposed pecs and neck down to his yellow-and-white converse shoes. He also wears dark red shorts that have fur designs around the knees, with a grey belt around the waist and a pouch in the back. There was a buckle on his belt with his personal emblem on it, a crescent shape with three claw-like marks going through it. But what caught Yang's attention was when the male smirked, showing his sharpened Faunus wolf fangs.

"Uh, me?" Yang asked, surprised.

"Yes. You! Are you deaf?"

"What do you want?" Yang asked, crossing her arms and glaring at him.

"You look like a strong duelist. Care to duel? Perhaps you can give me the challenge I'm looking for."

"And maybe you can give me the challenge I'm looking for, but I doubt it."

"We'll see. So, care to duel?"

"Sure. But first, what's your name?"

"Lycan Arcadia."

"Yang."

"Now, let's get this duel underway." Lycan said as they moved away while activating their duel disks.

"LET'S DUEL!" They both said.

"High roll." Lycan said before pressing the die button. A pair of dice appeared on the field that rolled and landed on a total of seven. Yang did the same, with hers landing on a twelve, causing Lycan to growl and smirk. "Nice roll."

"I'll go first." Yang said, ignoring Lycan. "Alright. First, I will summon Brotherhood of the Fire Fist - Dragon. Next, I will activate my Spell Card: Fire Formation Tensu, which will make Dragon's effect go off, allowing me to set one Ultimate Fire Formation - Sinto from my deck. Then, I will Normal Summon Brotherhood of the Fire Fist - Elephant using Tensu's effect. And on his summon, I get to send Tensu to the graveyard to special summon Brotherhood of the Fire Fist - Raven to the field. Then Elephant's second effect lets me shuffle Tensu from the graveyard back into my deck to add Brotherhood of the Fire Fist - Panda to my hand."

On Yang's side of the field, a small flame appeared in one of her monster card zones, followed by sounds of footsteps behind her. Then, Brotherhood of the Fire Fist - Dragon appeared and used his staff to have flames circle his body while turning into the dragons. After that happened, Dragon performed the Tensu Fire Ritual to bring Brotherhood of the Fire Fist - Elephant to the field, who started dancing as a White Fire Elephant formed behind him. Then, Brotherhood of the Fire Fist - Elephant took over the ritual from Dragon to send the fire back to Yang's deck while adding Panda to her hand. As this happened, a raven comprised of fire circled the field before swooping down and landing on Brotherhood of the Fire Fist - Raven's arm.

"Now, I will complete the circuit. Alright, brothers, let's complete the fire ritual. I will Link Summon using Brotherhood of the Fire Fist - Raven and Brotherhood of the Fire Fist - Elephant to bring out Brotherhood of the Fire Fist - Peacock! And because Raven is sent

from the field to the graveyard, I get to add Fire Formation - Tenki to my hand."

Brotherhood of the Fire Fist - Raven and Brotherhood of the Fire Fist - Elephant began performing a different ritual. Soon, the fire enveloped both their bodies and grew brighter with each passing second. After a moment, a peacock comprised entirely of fire erupted from the flames, with Brotherhood of the Fire First - Peacock jumping out a second later and landing on the Extra Monster Zone. Peacock then used her whip to scoop up some of the flames before throwing them to Yang's hand. Once they reached her hand, the fire died down to reveal Fire Formation - Tenki.

"Now I will activate Fire Formation - Tenki to add Brotherhood of the Fire Fist - Swallow from my deck to my hand. And because I activated a Fire Formation spell card, I get to Special Summon Brotherhood of the Fire Fist - Panda from my hand, whose effect will let me special summon Brotherhood of the Fire Fist - Raven from my graveyard. Now, I will complete the circuit yet again with Raven and Panda. I will Link Summon Brotherhood of the Fire Fist - Eagle!"

All three of Yang's monsters performed the Tenki Fire Ritual to add Swallow to Yang's hand before letting the fire linger so Brotherhood of the Fire Fist - Panda could come to the field. He then had his panda go to the graveyard to guide Raven back to the field. Raven and Panda then performed a different ritual to call forth Brotherhood of the Fire Fist - Eagle, who appeared and landed right behind Peacock.

"And Raven's effect goes off. Hurry up!" Lycan growled.

"I will set and then activate Fire Fortress atop Liang Peak. Now, I will activate Dragon's second effect to revive a Fire First monster from my graveyard. However, Eagle's effect lets me ignore the cost, so I get to bring Raven back one last time. Next, I will Special Summon Brotherhood of the Fire Fist - Swallow. Typically, I would have to send three Fire Formation cards to the graveyard, but Eagle lets me ignore that. And he lets me set Fire Formation - Tensen from my

deck. Finally, I will activate Fire Formation - Ingen to fusion summon Brotherhood of the Fire Fist - Swan using Raven and Swallow."

The ground shook as the Fire Fists's Fortress appeared from behind Yang. Then Dragon had his fire dragons, with the aid of Eagle's fire eagles, head into the Fortress and bring back Brotherhood of the Fire Fist - Raven along with Brotherhood of the Fire Fist - Swallow. Raven and Swallow then combined their fire powers to bring out Brotherhood of the Fire Fist - Swan, who readied his spear.

"And he inflicts you 600 points of damage because I control three face-up Fire Formation spell cards. I end my turn."

"Finally. My turn. I draw. First, I will activate the superior Field Spell Card: Saber Vault. Next, I will Normal Summon XX-Saber Boggart Knight. His effect lets me special summon XX-Saber Fulhelmknight from my hand. Now, because I control two XX-Saber monsters, I can Special Summon XX-Saber Faultroll from my hand."

From behind Lycan, a massive sword shining sword resting atop a pedestal appeared. Then, XX-Saber Boggart Knight and XX-Saber Fulhelmknight landed in front of Lycan before pulling out their weapons. They then clashed their weapons together, with the result being a loud sound, alerting and bringing forth XX-Saber Faultroll.

"And because your cards annoy me, I will activate Saber Slash! For each X-Saber monster I control, I get to destroy one card you control."

Lycan's monsters nodded at each other while smirking before jumping high into the air. They then adjusted their grips on their weapons before throwing them at Yang's side of the field. However, before they reached their targets, the Brotherhood of the Fire Fists monsters performed a ritual dance to have their fire protect the cards from destruction.

"Um. Did you forget that Dragon let me set Ultimate Fire Formation - Sinto earlier?" Yang asked, having activated her countertrap card.

Lycan growled at this.

"I will now Synchro Summon X-Saber Souza using XX-Saber Boggart Knight and X-Saber Fulhelmknight. Then, I will activate XX-Saber Faultroll's effect to bring back X-Saber Fulhelmknight. But that's not it. I will Synchro Summon again. This time, I will bring out XX-Saber Gottoms using X-Saber Fulhelmknight and XX-Saber Faultroll."

XX-Saber Boggart Knight and X-Saber Fulhelmknight pulled out their weapons before leaping into the air and merging into X-Saber Souza. Then, once back on the ground, XX-Saber Faultroll gave a command for X-Saber Fulhelmknight to return from the graveyard. They then merged into one to form XX-Saber Gottoms.

"I will set one card. Now, I will move to the battle phase. My X-Saber Souza will crush your Eagle with Double Sword Strike!"

"In response, I will activate Brotherhood of the Fire Fist - Swan's effect to destroy your XX-Saber Gottoms."

X-Saber Souza twirled his swords before charging at Brotherhood of the Fire Fist - Eagle. Eagle quickly got into a stance and used his hammer to block the attack. However, the attack was too much, and he ended up getting destroyed. While this happened, Brotherhood of the Fire Fist - Swan sent his fire swan to destroy XX-Saber Gottoms.

'I'm surprised he didn't go after Dragon since he has a revive ability. Then again, Eagle does prevent costs.' Yang thought as her life points went down to 6800.

"Since I got nothing else, I will set one card and end my turn." Lycan said, annoyed but slightly smug now that he was in the lead.

"My turn. I draw. I will activate Brotherhood of the Fire Fist - Dragon's effect. I will send Tenki and Tensen to the graveyard to bring back Brotherhood of the Fire Fist - Eagle. Next, because I don't know

what your set card is, I will activate the card I just drew, which is Fire Formation - Gyokkou."

Brotherhood of the Fire Fist - Dragon sent his fire dragons into the graveyard to guide Brotherhood of the Fire Fist - Eagle back to the field. Meanwhile, Brotherhood of the Fire Fist - Peacock and Swan sent their fires to Lycan's set card, stopping him from using it.

"Now, the battle phase. But first, I will activate Swan's effect to destroy your field spell card."

Twirling his spear around, Brotherhood of the Fire Fist - Swan thrust his spear at Saber Vault, causing his fire swan to be launched at it, destroying it and reducing X-Saber Souza's attack points back to 2500.

"Now. Brotherhood of the Fire Fist - Peacock will attack. And her effect goes off, letting me take control of your X-Saber Souza for the turn, but it cannot attack. Then, the rest of my monsters will attack you for game."

With a quick flick of her wrist, Peacock had her urumi turn into a whip before using it to grab X-Saber Souza and force him to Yang's side of the field. Then, Peacock, Dragon, Eagle, and Swan attacked Lycan directly for 7,400 points of damage.

"DAMN IT!" Lycan shouted, annoyed that he lost in the first round.

"That was... fun." Yang said, unsure of how to feel. While she did take some life-point damage, the duel was still simple. "Anyway. Locator card, please."

"Yeah, yeah. Here you go." Lycan said, handing Yang his locator card.

"Thanks." Yang said before leaving.

"I can't believe I lost in my first duel." Lycan muttered.

"Maybe next time, instead of just challenging the first person you see, wait and see how they duel to see if you should duel them or not." Ragora Cinarum said, walking up behind him.

"Yeah, yeah. I know. Simin tells me that all the time."

"Which is surprising, considering he sometimes gets overconfident in a fight."

"True. But he is getting better at it. And that's part of the job of being a leader. Improving yourself so you can better lead your teammates." Lycan shrugged. "Anyway. Did you and the others get their duels in yet?"

"I'm not sure about Simin or Vella. But I already won a duel against someone who used an Onomat deck."

"And let me guess; they stumbled pronouncing the names?" Lycan asked, smirking.

"Oh, yes." Ragora answered, chuckling. "Anyway. Since you're out, care to come watch me duel others?"

"Sure."

Meanwhile

With Summer Rose

'Curse those people at the IRS! Seriously! Why do Taiyang and I need to file all those papers when they already have them!? At least the lady at the office was nice.' Summer Rose thought as she ran through the town after getting her tournament stuff from the people at the desks. *'I just hope I'm not too late.'*

Running through the streets, Summer avoided everyone else who was dueling. And while she did want to watch some of them, Summer would prefer it if Yang and Ruby were there with her.

Hopefully, she could find them soon while also finding others who were willing to duel. After all, she was a competitor as well.

"Mrs. Rose. Is that you?" A familiar voice asked. Stopping in her tracks, Summer turned around and came face-to-face with an old friend.

"Oh. Hello, Oobleck. How have you been?" Summer asked, smiling.

"I am fine, Mrs. Rose. And you?"

"A little hectic since I had a lot of paperwork to file that the IRS needed. I also had to help Taiyang deal with some paperwork from Signal."

"Ah. I know the feeling of having so much paperwork to do. It can be a nightmare." Oobleck said before taking a sip of his coffee. "Especially when it comes to the first-year students and all the antics they get up to. I do feel sorry for Glynda, though, since she is the one responsible for dealing with all that paperwork."

"Including Yang and Ruby?" Summer asked, raising an eyebrow.

"Only at the beginning. But they calmed down and focused more on their studies as the semester progressed."

"That's good. But speaking of them. Do you know where they are?"

"Unfortunately, no. But judging from the sounds of dueling, I would hazard a guess near the town's center. But that is just a guess. Have you tried calling or texting them?"

"I have but got no response. Maybe they are currently dueling."

"Perhaps. But speaking of dueling, are you competing as well?"

"Yes, I am. Are you?"

"Yes. I am also competing." Oobleck said before raising his duel disk.

"That's great. It's always nice seeing families spending time together."

"It is. And it will be once I find them."

"If you want, I could message the other faculty members here to see if they have spotted them."

"I would appreciate that, Oobleck." Summer said, smiling.

"You're welcome. But since you're here and are competing, would you be interested in dueling?"

"Sure. But we have to make it quick since I still have to find my children."

"Of course."

"What deck are you using, Oobleck?"

"I use an Ancient Gear deck. And you?"

"I use a Black Rose Dragon deck."

"Keeping with the Rose theme?" Oobleck asked, smirking.

"Well, I am a Rose, after all." Summer said, chuckling.

"How do you want to decide who goes first?"

"Let's flip a coin."

"Very well." They then moved apart and activated their duel disks. "Heads or Tails?"

"Heads." Nodding, Oobleck pressed the button on his duel disk, causing a hologram of a coin to appear and flip several times in the air before landing on heads. "I will let you go first."

"Thank you, Mrs. Rose." Oobleck said as he scanned his cards. "I will activate the Spell Card: Terraforming, to add Geartown to my hand and activate it. Next, I will set one card. I will now summon Ancient Gear Wyvern, whose effect will let me add Ancient Gear Fortress to my hand. Now, I will activate Ancient Gear Fusion to Fusion Summon Ancient Gear Megaton Golem. And because I am using Ancient Gear Golem - Ultimate Pound, I get to use Ancient Gear Box and Ancient Gear Golem."

A ring of energy formed around Oobleck's feet that expanded to cover all of the field before disappearing. Then, numerous cogs, gears, and other types of things one might find in machines rose all around them. An ear-piercing screech was heard as Ancient Gear Wyvern flew above one of the cogs before heading to Oobleck's side of the field. Then, all the cogs and scraps of metal that littered the floor started shaking. After a moment, everything flew together and started merging to form Ancient Gear Megaton Golem.

"Now, I will activate Ancient Gear Fortress and end my turn." Oobleck said as the fortress appeared behind him.

"My turn. I draw." Summer said as she looked over her cards. While she might not be as experienced as her daughters or others, Summer knew that attack power did not mean everything. And that worked in her favor since her deck did not have any heavy hitters in terms of attack power. "Alright. I will start by discarding Rose Princess to add White Rose Cloister to my hand. I will then activate it and use one of its effects to Special Summon Red Rose Dragon from my hand. Then, I will use White Rose Dragon's effect to Special Summon it from my hand since I control a Dragon-Type tuner. Now, I will Synchro Summon Black Rose Dragon. And because I used Red Rose Dragon as synchro materiel for Black Rose Dragon, I get to Basal Rose Shoot from my deck to my hand."

The cold, harsh metal floor that came from Geartown was suddenly replaced by a field of luscious grass and white rose while a long set of stairs appeared under Summer's feet. Movement could be seen as a creature rushing through the field before jumping to reveal itself to be Red Rose Dragon that was soon accompanied by White Rose Dragon. However, they quickly flew away when Black Rose Dragon came flying onto the field. Yet, before it left, Red Rose Dragon gave Summer her card.

"Are you planning on destroying the whole field?" Oobleck asked.

"No. While tempting, I know that you will be able to bring out a stronger monster if I destroy your Ancient Gear Megaton Golem with a card effect. So, I won't be using it and will move to the battle phase. Now, Black Rose Dragon will attack your Ancient Gear Megaton Golem with Black Rose Strike!"

Growling, Black Rose Dragon used its vines to entangle and trap Ancient Gear Megaton Golem, thus preventing it from being able to counterattack. Then, Black Rose Dragon sent a flurry of red rose petals, destroying it and causing Oobleck's life points to go down by one hundred points. And since it was destroyed by battle, Oobleck was unable to use its effect to bring out Ultimate Ancient Gear Golem.

"I take it your field spell gave it the necessary attack points to destroy my monster." Oobleck said.

"Yes. That is correct."

"All right. Anything else?"

"I will set two cards and end my turn."

"Very well. My turn. I will draw. Hmm." Oobleck said as he drew Ancient Gear Reactor Dragon. "This will do. I will activate my set card, Double Cyclone, to destroy Ancient Gear Fortress and your White Rose Cloister. And because it was destroyed, I get to Special

Summon Ancient Gear Golem from my graveyard. But that is not all. Thanks to Geartown, I get to tribute summon Ancient Gear monsters for one less tribute. I will tribute my Ancient Gear Wyvern to tribute summon Ancient Gear Reactor Dragon. And since it was an Ancient Gear monster that was tributed, Reactor Dragon gains piercing battle damage."

The set card on Oobleck's side flipped up to reveal Mystical Space Typhoon. Then, an actual typhoon came from the card and destroyed Ancient Gear Fortress. And in its wake was Ancient Gear Golem, standing next to a deactivated Ancient Gear Reactor Dragon. However, Ancient Gear Golem grabbed Ancient Gear Wyvern and placed it inside Reactor Dragon, which, for some reason, caused it to power on. It then roared before taking flight.

"And now, I will move to the battle phase. My Ancient Gear Golem will attack your Black Rose Dragon. And my Ancient Gear Reactor Dragon will attack you directly."

Ancient Gear Golem stood up straight before raising its arm and performing a lunging strike that destroyed Black Rose Dragon. Then, Ancient Gear Reactor Dragon overcharged its reactor core to launch a beam of energy from its mouth at Summer, causing her life points to drop down to 4400.

"I end my turn."

"My turn. I draw. Alright. I will activate my Trap Card: Ivy Shackle. This card turns all monsters on my opponent's side of the field to Plant-Type." Summer said. Both Ancient Gear monsters suddenly stopped working as grass and vines burst from the cold floor of Geartown and started overtaking their bodies and circuitry.

'What is she doing?' Oobleck wondered.

"Now, I will activate my spell card: Fragrance Storm. And I will target your Ancient Gear Reactor Dragon." Summer said as Ancient Gear Reactor Dragoon exploded. She then drew one card and revealed it

to be White Rose Dragon before drawing another. "Okay. Now, I will summon White Rose Dragon, whose effect lets me summon Red Rose Dragon from the graveyard. Then, I will use them to Synchro Summon Black Rose Moonlight Dragon, whose effect will let me return your Ancient Gear Golem to your hand."

White Rose Dragon and Red Rose Dragon appeared on Summer's side of the field. But like last time, they only stayed for a second, with Red Rose Dragon giving Summer her Frozen Rose card. Then, Black Rose Moonlight Dragon arrived on the field and used its vines to return Ancient Gear Golem to Oobleck's hand.

"Now, I will activate Frozen Roze, targeting my Black Rose Moonlight Dragon. At the end of my turn, I get to draw two cards and then discard one. Now, the battle phase. My Black Rose Moonlight Dragon will attack you directly." Summer said as her monster struck Oobleck with its vines. "I end my turn and get to draw two cards and then discard one."

"My turn. I draw. I will activate Ancient Gear Catapult to destroy Geartown to Special Summon Ancient Gear - Ultimate Pound from my deck. Unfortunately, due to it being a when effect, the effect of Geartown misses its timing." Oobleck said as a massive machine slowly rolled up behind him. It took aim before firing at Geartown, destroying it. It then left while Ancient Gear Golem - Ultimate Pound walked onto the field. "Now, because I do not have any other course of options, I will move to the battle phase. My Ancient Gear Golem - Ultimate Pound will destroy your Black Rose Moonlight Dragon."

"Damn." Summer muttered as her monster was destroyed, causing her life points to go down to 3800.

"While Ancient Gear Golem - Ultimate Pound can attack again, I must discard a machine monster. And since I have Ancient Gear Golem in my hand, I will discard it." Winding up again, Ancient Gear Golem - Ultimate Pound moved to attack Summer directly, bringing her life points down to 800.

"My turn. I draw. Okay. I will activate Basal Rose Shoot to bring back my Black Rose Dragon from the graveyard. I will then summon Roxrose Dragon. Now, I will Synchro Summon Ruddy Rose Dragon. And when it is Synchro Summoned, I get to banish all cards in both players' graveyards. Afterward, I get to destroy everything else on the field." Summer said.

Turning to Roxrose Dragon, Black Rose Dragon used its vine to pick it up and place it on its head before flying away. Then Ruddy Rose Dragon burst from the ground on Summer's side of the field. It then dug its vines into both players' graveyards to banish everything. Then, it had its vines move to the field to destroy Ancient Gear Golem - Ultimate Pound and Summer's other cards.

"Now. I will activate White Rose Cloister Field Spell card so my Ruddy Rose Dragon gains one thousand attack points. Next, I will equip it with Thorn of Malice, raising it by another 600 attack points. I will move to the battle phase and attack you directly, Oobleck." Summer said as Ruddy Rose Dragon used its vines to attack Oobleck directly, reducing his life points to 100. "I end my turn."

"My turn. I draw." Oobleck said as he drew his card, only to sigh when he saw that it was Ancient Gear Factory. "It seems like you have won, Summer Rose. I concede the duel."

"What card did you draw, Oobleck?" Summer asked, curious, as they deactivated their duel disks.

"Ancient Gear Factory. It requires me to reveal and special summon a level five or higher Ancient Gear monster from my hand by banishing a number of Ancient Gear monsters from my graveyard, whose combined Levels are double the revealed monster's. But all I had was Ancient Gear Golem - Ultimate Pound, which was not enough, even if I did have a monster in my hand." Oobleck answered. "Anyway. Here is your locator card. You will need three in total to make it to the finals."

"Thank you, Oobleck." Summer said, smiling.

"You're quite welcome, Mrs. Rose." Oobleck before his scroll went off, alerting him to a message. Taking it out, he saw that Glynda had found Ruby Rose and Yang Xiao Long near the pier and was holding them there. "It seems like Glynda has found your daughters. They are near the pier."

"Thank you, Oobleck. I will be going now. Hopefully, we can see each other again."

"If the Brothers allow it." Oobleck agreed as Summer ran in the direction of the pier.

Meanwhile

With Merlot and Watts

"All I am saying is that if we find whoever created these duel disks, we could force them to give us their designs." Watts said.

"It's not that I am against it; I'm just wondering how beneficial it will be to Salem's plans. While we could always improve something, that does not mean it would be worth it in the end." Merlot said as they walked through the streets, looking for anyone to duel.

After managing to escape from Cinder's watchful gaze, they decided to pair up and pick off any weak duelists they could find so they could grab the needed locator cards. However, most were already in duels. And while they were not as skilled as Cinder or Tyrian, they were sure they could overpower and steal the locator cards since most competitors were regular civilians. Unfortunately, there were so many guards and experienced huntsmen that it made that plan impossible.

"Hopefully, we can find someone soon. This is getting boring." Watts said.

"Indeed. While the game can be fun, it would be better for everyone's time if we were back in our labs." Merlot agreed.

Watts was about to say something but stopped himself when he spotted two Atlas Guards coming their way. From their uniforms, which included caps with two visors pulled down so as to cover their eyes, Watts could tell they were some Nubuck Guards. While he was confident they could escape should a conflict happen, Watts knew it would be impossible to escape the town if everyone learned who they were. There were just too many guards, huntsmen, and hostile forces here.

"Heads up." Watts whispered.

"Excuse us, gentleman." The Nubuck Guard on the right asked.

"Could we have a word with you?" The one on the left asked.

"What is it?" Merlot asked.

"Is something wrong?" Watts asked.

"We just want to talk with you." The Nubuck Guard on the right asked.

"It is for your safety." The Nubuck Guard on the left said.

"Alright. But, before you do that, how about a duel?" Watts asked, catching the Nubuck Guards off guard.

"A duel?" The Nubuck Guards asked, surprised.

"Yes. We noticed that you are also wearing duel disks. Perhaps we could have a tag duel, with the winners getting the losers' locator cards." Merlot added. The Nubuck Guards looked at each other before nodding.

"Very well. We agree." The one on the right said.

"We will duel you two in a tag duel." The one on the left said.

"But afterward, you two must come with us." They simultaneously said.

"Of course, we'll follow you two." Watts said, smirking.

"Good." Both Nubuck Guards said.

"Now. How shall we decide who goes first?" Watts asked.

"Roll a die." The Nubuck Guard on the right began.

"And then between partners." The Nubuck Guard on the left finished.

"Alright." Merlot said before pressing a button on his duel disk, which sent a signal to the duel disks of the Nubuck Guards. They then created space before activating their duel disks. Watts and the Nubuck Guard on the right pressed the die button. Watts's die landed on a six, while the Nubuck Guard's die landed on a one.

"I sent a signal to their duel disk so it would mess with their roll so we can go first." Watts whispered to Merlot. "We'll go first."

"Very well." The Nubuck Guards said before they rolled for their turn.

"My turn." Merlot said. I will activate the Field Spell Card: Iron Core Specimen Lab. Next, I will activate Ironcore Overclock. Now, I will use Diamond Core of Koa'ki Meiru to add Koa'ki Meiru Guardian to my hand, which I will then Normal Summon. And because of Overclock, it gains 500 attack points. Lastly, I will set one card and end my turn. And since it is my end phase, I will let it destroy itself so I can special summon Koa'ki Meiru Supplier from my hand. Its effect will let me add Iron Core of Koa'ki Meiru to my hand from my deck. And my field spell allows me to add Koa'ki Meiru Maximus to my hand because Guardian was destroyed during the end phase."

From behind Merlot, a massive vat container appeared. And in it appeared to be a strange, molten liquid. But what caught the Nubuck Guards' attention was the monster that was dangling above it with

wires attached to its body. Then, a mysterious diamond-shaped machine with weird markings appeared on Watts's side of the field. It spun around a few times before Koa'ki Meiru Sandman appeared on the field and shoved it into his chest. However, something went wrong as it exploded a few seconds later. Then, Koa'ki Meiru Supplier arrived at the field while dragging a machine that seemed to be powering it. It then handed Watts his card before taking a defensive stance.

"My turn. I draw." Watts said." If you don't mind, everything here seems a little outdated. So, let me fix that. I activate my Field Spell Card: Cynet Storm. But even new technology can be optimized to one's liking. I will activate Cynet Optimization. Now, I will summon Firewall Guardian and use him to complete the circuit to summon Link Spider. And because he was used as link material, Firewall Guardian gets to return to the field."

From around Watt's feet, a circle of pure cyberse energy formed. It flashed for a second before expanding to cover Watt's side of the field and transform it to look like the inside of a computer. But strong winds arrived that made the Nubuck Guards thankful that their hats covered their faces. Then, Firewall Guardian appeared with Link Spider on its back. He dropped Link Spider off before heading to his monster zone.

"Now, I will Link Summon using Link Spider, Firewall Guardian, and Code Generator from my hand. Typically, the monsters would need to be on the field to be used as link material. However, since Firewall Guardian is a cyberse monster, I can use Code Generator from my hand. I will Link Summon Transcode Talker."

The monsters on Watt's side of the field and one card in his hand had lines appearing on them. They then exploded into data before coming together to form Transcode Talker, who took a fighting stance.

"Next, I will use Cynet Optimization's effect to Normal Summon Clock Wyvern. When Clock Wyvern is summoned, I can cut its

attack in half to special summon one cyberse token. I will then use that token to Link Summon Link Devotee. And because I placed it underneath Transcode Talker, they are now co-linked, which triggers Link Devotee's effect to bring out two more tokens. I will then use Link Devotee and one token to bring out Link Bumper and have it co-linked with Transcode Talker."

The area around Watts flashed twice before having Clock Wyvern materialize along with the token. However, an error message appeared soon appeared. Link Devotee then appeared, while holding another token, to bring the one on the field away. And as he left, Link Bumper arrived and connected to Transcode Talker.

"Now, I will use the remaining token to Link Summon: Link Disciple. Then, I will use Cynet Fusion on Clock Wyvern and Link Disciple to bring out Cyberse Clock Dragon. Cyber Clock Dragon lets me send cards from the top of my deck to the graveyard equal to the link rating of the monster used for its summon. Link Disciple was a Link-1 monster, so I can send one card to grant Cyber Clock Dragon 1000 attack until the end of the next turn."

Lines appeared on the token before it dematerialized into the Cynet Storm, only for Link Disciple to take its place. However, it did not last long as another error appeared, with Clock Wyvern and Link Disciple freezing in place. Then, a roar was heard as Cyberse Clock Dragon arrived and landed on top of Clock Wyvern and Link Disciple. It then used its power to send one card from the top of Watts's deck to the graveyard to get stronger.

"I end my turn." Watts said.

"Let's see how well you two will fare against us." Merlot taunted.

"My turn. I draw." The Nubuck Guard on the right said.

"Because we are now taking Dueling classes that Atlas made..." The Nubuck Guard on the left began.

"We know what you are planning." The Nubuck Guard on the right finished.

"We doubt it." Watts said, secretly wishing he had more time to alter his duel disk so he could more easily rig duels in his favor.

"I will activate Card Destruction!"

"Damn." Merlot said as he contemplated his move. While he could use his countertrap card to negate it, that would leave him and Merlot to the mercy of their other card effects. But if he didn't, he would lose his Iron Core of Koa'ki Meiru and Koa'ki Meiru Maximus. And he needed his Iron Core to keep everything going and to activate his other card effects. While Merlot knew he could recover it, that would lose him some advantage that he didn't know if he could recover. "Damn. I will activate my Counter Trap Card: Iron Core Luster. By revealing my Iron Core of Koa'ki Meiru, I can negate your Hand Destruction."

"Now you left vulnerable." The Nubuck Guard on the left said.

"But we're not out yet." Watts growled.

"Now, I will activate my Field Spell Card: Labrynth Labyrinth. And because I activated a Labyrinth card, I can special summon Lady Labrynth of the Silver Castle in defense position." The Nubuck Guard on the right said.

A massive castle with a heart above it emerged from the ground behind the Nubuck Guard on the right. The gates then opened to reveal Lady Labrynth of the Silver Castle. She then used her powers to light up the heart at the top of the castle before heading to the field and taking a defensive position.

"I will set three cards and end my turn."

"My turn. I draw." The Nubuck Guard on the left said as he drew a card. "Alright. I will discard Shadow Ghoul of the Labyrinth to add

Labyrinth Wall Shadow to my hand, which I will then activate. Next, I will summon Labyrinth Heavy Tank. And due to its effect, I can do so without tributing, but it cannot attack the turn it is summoned. Now, I will use its effect to place Kazejin, the God of Wind, from my deck, face-up in my Spell & Trap Zone as a Continuous Spell. And because I control a Labyrinth card, I can destroy your Cyberse Clock Dragon. Then, I will use my field spell card to do the same with Suijin, God of Water."

A massive labyrinth appeared behind the Nubuck Guard on the left. A shadow then formed above the labyrinth as echoing voices could be heard from it. Then, the walls started to vibrate as Labyrinth Heavy Tank exited the maze with two coffins on top of it. If one were to look on top of it, one would see Kazejin's symbol, while the other had Suijin's symbol. It then carried it to the field before placing it in the spell/trap card zone. Labyrinth Heavy Tank finally moved to the monster card zone before using its lasers to destroy Cyberse Clock Dragon, which turned into broken data.

"Cyberse Clock Dragon's effect activates when it is destroyed. I get to add Cynet Recovery from my deck to my hand." Watts said as he growled as he added the card to his hand.

"Now, I will activate Fusion Deployment. By revealing Gate Guardians Combined, I can special summon Sanga of the Thunder from my deck. Now, I will banish the Trinity to summon out Gate Guardians Combined!" The Nubcuk Guard on the left said as Sanga of the Thunder appeared on the field. But as soon as it did, the coffins and the ground started trembling, like an earthquake was happening.

"ELEMENTS OF THUNDER, WATER, AND WIND! SUIJIN, SANGA, KAZEJIN, BEGIN! MELD YOUR POWERS IN ETERNAL LIGHT! SHOW THESE FOOLS YOUR UNSTOPPABLE MIGHT!" Both Nubuck Guards chanted as the symbols of each God appeared overhead. They blurred as the coffins burst open, with the contents inside fusing with Sanga. After a moment, Gate Guardians Combined appeared on the field. Even Lady Labrynth of the Silver

Castle seemed to bow down to the new monster, almost as if it held a great amount of respect for it.

'This isn't good.' Watts thought when he saw that Gate Guardians Combined's attack power was 3750. There were only a few cards in his entire deck that could reach that amount. While he could attempt to destroy it, Watts knew the monster would just use its effect to protect itself.

"Now, I will Double Attack! Wind and Thunder! If I control a Gate Guardian Monster, I can destroy one card on the field. I choose your Cynet Storm!" The Sanga and Kazejin parts of Gate Guardians Combined fused their attacks and launched at Watts's side of the field, destroying his field spell card.

"Now, you can't bring out more link monsters when you take damage!" The Nubuck Guard on the right said, causing Watts to growl.

"NOW! GATE GUARDIANS COMBINED! ATTACK HIS TRANSCORDE TALKER WITH ELEMENTAL FURY!" Gate Guardians Combined summed all of its elemental power into a single ball of raw energy before sending it at Transcode Talker, destroying it and causing Watts's life points to go down to 14,550.

"I will set two cards and end my turn."

"My turn. I draw." Merlot said before smiling when he saw what card he drew. "Alright. I will discard Iron Core of Koa'ki Meiru to special summon Koa'ki Meiru Maximus from my hand. And I will equip it with Core Blaster."

An Iron Core of Koa'ki Meiru appeared on Merlot's side of the field. It was static at first but soon turned itself on. It started to tremble before being destroyed when Koa'ki Meiru Maximus swooped down to the field and destroyed it. Then, Koa'ki Meiru Supplier typed something into its computer before pulling out Core Blaster and attaching it to Koa'ki Meiru Maximus. However, no sooner than it did,

Lady Labrynth of the Silver Castle opened the gates to Labrynth Labyrinth. And from it came a mysterious fog that drew in Koa'ki Meiru Maximus, never to be seen again. Lovely Labrynth of the Silver Castle then came out and closed the gates before making her way to the field while placing another trap card on the field.

"What!? What happened to my monster?" Merlot asked.

"I activated my Trap Card: Welcome Labrynth. When activated, I get to special summon one Labrynth monster from my deck. And since Labrynth Labyrinth, I get to destroy one card on the field. I chose Koa'ki Meiru Maximus. And Lady Labrynth of the Silver Castle's effect lets me set a trap card directly from my deck when I activate a normal trap card." The Nubuck Guard on the right explained.

'As soon as Salem's plans come to fruition, I will personally target him.' Merlot thought. "I end my turn. And because I don't have an Iron Core of Koa'ki Meiru card in my hand, my Field Spell destroys itself."

"My turn. I draw!" Watts said as he drew his card.

"Hold on! I will activate my trap card." The Nubuck Guard on the left said.

"What is it?"

"It is the Trap Card: Prey of the Jirai Gumo. I get to special summon this card as a normal monster in the same column it was set. Then, I get to destroy one monster in the same column that my opponent controls. Your Link Bumper is now history." From beneath Link Bumper, the symbol of Jirai Gumo appeared. Link Bumper looked around nervously and nearly screamed when Jirai Gumo burst from the ground and trapped it with its legs before bringing it back underground.

"I will activate Cynet Recovery. Next, I will summon ROM Cloudia."

"And on your summon, I activate my counter trap card: Chaos Trap Hole. When a light or dark monster is summoned, we pay 2000 life points to negate the summon and banish it." The Nubuck Guard on the right said as their life points dropped to 14,000. A hole appeared beneath ROM Cloudia with a white mist coming from it. The mist then grabbed ROM Cloudia before pulling it into the abyss.

"Since I have no other options, I will end my turn." Watts growled.

"My turn. I draw." The Nubuck Guard on the right said. "Lovely Labrynth of the Silver Castle's effect activates. I get to set Welcome Labrynth from my grave to my field. I will then summon Arianna, the Labrynth Servant. I will then activate my trap card: Archfiend's Ghastly Glitch. If I control a fiend monster, I can destroy one card my opponent controls and send a fiend monster from my deck to my hand. I will target your Cynet Recovery and send Labrynth Stovie Torbie to the graveyard. And because it was a normal trap card, Lady Labrynth of the Silver Castle's effect lets me set one normal trap card from my deck."

Lovely Labrynth of the Silver Castle went inside the castle and returned a second later with Welcome Labrynth and set it behind her with Arianna, the Labrynth Servant, walking beside her. Arianna then pulled out some cleaning supplies before racing over to Watts's side of the field and 'cleaned up' Cynet Recovery while Labrynth Stovie Torbie went to the grave. Then Lady Labrynth of the Silver Castle used her powers to set another trap card on the field.

"Now, the battle phase. Lady Labrynth of the Silver Castle will attack Koa'ki Meiru Supplier." Unsheathing her swords, Lady Labrynth of the Silver Castle attacked Koa'ki Meiru Supplier with several swift strikes, causing it to explode a second later. "I end my turn."

"My turn. I draw." The Nubuck Guard on the left said as he drew a card. And he couldn't help but smile at what it was. "It looks like we have won."

"It seems like it." The Nubuck Gaurd on the right agreed.

"Don't act so smug." Merlot growled.

"We still have 14,550 life points remaining." Watts said.

"Not for long." The Nubuck Guard on the right began.

"Especially after I play this card." The Nubuck Guard on the left finished.

"What is it?" Watts asked.

"It is Riryoku Guardian!" The Nubuck Guards answered.

"While our life points are lower..." The Nubuck Guard on the right began.

"We can target one monster with Gate Guardian in its name and half your life points. Then it gains attack equal to my opponent's LP!" The Nubuck Guard on the left said.

"Oh, no." Watts and Merlot said as their life points dropped to 7275.

"GATE GUARDIANS COMBINED! ABORSB THEIR LIFE POINTS TO INCREASE YOUR POWER!" The Nubuck Guard on the left shouted.

Several pink beams emerged from Gate Guardians Combined and struck Watts and Merlot, cutting their life points in half before taking the rest to increase its attack power. Then, the Gate Guardians Combined increased its size as its elemental powers grew stronger. Before, while it was only roughly one story tall, it was now five stories tall, with its shadow blanketing the field. The other monsters on the field all bowed down to Gate Guardians Combined.

"NOW! GATE GUARDIANS COMBINED! ATTACK WITH ELEMENTAL FURY!" The Nubuck Guard on the left order. Growling, Gate Guardians Combined summoned its elemental powers and attacked Watts directly, sending Watts's and Merlot's life points down to zero. Unfortunately, due to a glitch in the Duel Disks, the safeties

were turned off, causing the attack to injure and knock out Merlot and Watts.

"Huh, What just happened?" The Nubuck Guard on the right asked, confused.

"Our Gate Guardians Combined attack must have knocked them out." The Nubuck Guard on the left answered as they rushed to Merlot's and Watt's side.

"Isn't there security measures in place to prevent anyone from getting hurt, despite them being holograms?"

"Yes. But something must have happened."

"We should look into it."

"But after we tell Ironwood what has happened." The Nubuck Guard on the left said as they rose to their feet and saluted the general.

"SIR!" They both said.

"At ease." Ironwood said before motioning for several other guards to check up on Watts and Merlot before putting them in restraints.

"What's happening, sir?" The Nubuck Guard on the right asked.

"We were tipped off by someone that two notorious criminals that the Atlas Kingdom has been looking for for years were competing in this tournament. And it seems like you two found them." Ironwood half-lied. While they were tipped off, it was not about any ordinary criminals. They were informed that two of Salem's associates were in this tournament and were given their names and what they looked like.

"But knocked them out?" An Atlas Medic asked, checking Watts's pulse while another did the same with Merlot.

"Something happened with our Duel Disks that caused our Gate Guardians Combined attack to physically harm them." The Nubuck Gaurd on the left said.

"But we do not know why, as our Duel Disks were working perfectly last night when we tested them." The Nubuck Guard on the right said.

"Hmm. That is odd. Have one of our technicians look over your duel disks before continuing in the tournament. Meanwhile, we will have these two transported to Atlas." Ironwood said.

"SIR!" The Nubuck Guards said before leaving. However, as they left, everyone failed to notice a third party watching from the shadows, content with how things worked out.

Meanwhile

With Pyrrha, Velvet, and Jaune

"Thanks again for agreeing to duel me, Anisette Bianchi." Velvet said as she and a semi-tall, white-haired girl with brown eyes walked to a clearing to duel.

"And thanks for sharing with us these sweets." Jaune said as he and Pyrrha ate some pastires.

"They are delicious." Pyrrha said, cleaning her face with a napkin.

"You're welcome." Anisette said before finishing her profiterole.

"So, how do you want to decide?" Velvet asked.

"Let's flip a coin."

"Alright. Heads or tail."

"Tails."

"Okay." Velvet said as they activated their duel disks before having the hologram coin appear and flip several times before landing on tails.

"I'll let you go first." Anisette said before scarfing down yet another sweet.

"Good luck, Velv." Jaune shouted, causing Velvet to smile.

"Thanks." Velvet said as she drew her hand. "Okay. I will set five cards and end my turn."

"My turn. I draw. First, I will activate Madolche Ticket and Madolche Salon. Next, I will summon Madolche Anjelly and use Madolche Salon's effect to summon an additional time. This time, it will be Madolche Hootcake. Now, I will use Madolche's Anjelly effect to special summon Madolche Petingcessoeur from my deck, who will then allow me to also special summon Madolche Puddingcess. But I will have to reduce her level by one." Anisette said.

From behind Anisette, a royal chair and a dining table appeared, each with a different Madolche monster sitting at them. Madolche Anjelly stopped her eating momentarily so she could hop onto the field and used her desserts to bring Madolche Petingcessoeur and Madolche Puddingcess to the field. She then headed back to her table and resumed eating.

"Now, I will summon Madoclhe Hootcake. And his effect lets me banish Madolche Anjelly to bring out Madolche Messengelato. And Madolche Messengelato allows me to add one Madolche Monster from my deck when she is special summoned by a Beast-type monster."

Hearing some fluttering and something making a 'TSK' sound, Velvet and the others looked up to see Madolche Hootcake arriving with a dustpan to clean up the mess Madolche Anjelly left behind. By the time it had finished, Madolche Messengelato came running up to the

field and delivered Madolche Nights to Anisette before moving to stand next to Madolche Hootcake.

"Now I will XYZ summon Madolche Teacher Glassouffle using Madolche Hootcake and Madolche Messengelato. Next, I will complete the circuit by making the ultimate dessert." Hearing some giggling from behind them, Madolche Hootcake and Madolche Messengelato turned around and slightly panicked when they saw their old teacher, Madolche Teacher Glassouffle, walking toward them. They nodded before quickly leaving.

"Alright. I will now Link Summon Madolche Fresh Sistart using Madolche Petingcessoeur and Madolche Puddingcess."

Seeing that it was time for a new dessert to arrive, Madolche Petingcessoeur and Madolche Puddingcess hopped off their desserts and brought them with them as Madolche Fresh Sistart arrived on the field. Seeing some of the desserts from the previous two Madolche monsters, Sistart used it as a topping for her tart dessert.

"Hold on. On summon, I will activate my spell card: Mystical Space Typhoon. I will destroy my set center set card." Velvet said, activating her spell card.

A massive typhoon burst forth from Velvet's Spell Card and went straight for her center set card, destroying it. However, instead of going to the graveyard, the card remained and revealed itself to be Artifact Vajra. Vajira then used his weapon to destroy the rest of Velvet's cards.

"And the first card I'm bringing back is Artifact Caduceus, followed by two Artifact Moralltach and Artifact Achilleshield. Since Caduceus is on the field when they return, I get to draw three cards. Plus, since it was your turn when my two Artifact Moralltachs were destroyed, I get to destroy your Madolche Fresh Sistart and Madolche Teacher Glassouffle."

"And I will chain Madolche Teacher Glassouffle. By detaching one XYZ material, I get to protect Madolche Fresh Sistart for the turn. Unfortunately, Madolche Teacher Glassouffle's dessert expired."

Raising his staff, Artifact Caduceus used his power to allow Velvet to draw three cards. As this happened, both Artifact Moralltachs used their swords to destroy Madolche Teacher Glassouffle and Madolche Fresh Sistart. However, before that happened, Madolche Teacher Glassouffle threw some preservatives at Madolche Fresh Sistart to protect her. Unfortunately, Artifact Moralltach used his sword to destroy Madolche Teacher Glassouffle.

"That's a bummer. Anyway. Since I can't attack your monsters due to them having better stats, I will set three cards and end my turn." Anisette said before pulling out and eating a Cannoli.

"Don't you think she is eating too many sweets?" Jaune asked, slightly concerned.

"Possibly. But you have to admit. She is an excellent baker." Pyrrha said, eating her dessert.

"True."

"My turn. I draw." Velvet said as she drew her card. "I will start by activating my field spell: Sorcerous Spell Wall. Now, I will XYZ Summon using both of my Artifact Moralltachs. Then, I will complete the circuit and Link Summon Artifact Dagda using Artifact Vajra and Artifact Caduceus."

All four Artifact monsters lifted their weapons before slamming them down onto the ground. They then flipped a switch on each weapon, causing them to transform and merge into one. The spirits then nodded at each other before fusing into two new entities. Once done, the new spirits received their new weapons.

"I will set three cards and move to the battle phase. My Artifact Dagda, with now 1800 attack points due to Sorcerous Spell Wall, will

attack your Madolche Fresh Sistart." Heaving his weapon, Dagda took aim before firing a projectile at Madolche Fresh Sistart.

"Madolche Fresh Sistart's effect activates. When it would be destroyed, I get to shuffle a monster in my graveyard into my deck instead. And I will activate Madolche Waltz, so you take 300 points of damage." Anisette said.

"Not so fast. By removing one overlay unit from Artifact Durendal, I get to change her effect into destroying one of my set cards." Velvet said as Artifact Durendal used his sword, now infused with the overlay unit, to redirect Madolche Fresh Sistart's effect and change, which left her defenseless.

"Fine. I will choose your set card on the far right." Anisette said as Artifact Dagda destroyed her monster, but not before Madolche Fresh Sistart threw some of her desserts at Velvet's face-down card, destroying it.

"And because it came from your monster's effect, Artifact Sanctum lets me destroy your Madolche Ticket." The remains of Artifact Sancutm glowed as the pieces came to life and launched them at Madolche Ticket, destroying it.

"Alright. So, I'm down two desserts and three hundred life points. At least you are also down by three hundred points, so we are even." Anisette said.

"Not for long. Now, my Artifact Durendal will attack you directly for 2700 points of damage." Picking up his sword, Artifact Durendal ran across the field before striking Anisette, causing her life points to go down to 5000. He then returned to Velvet's side of the field. "I end my turn."

"My turn. I draw. Alright. There is not much I can do. So, I will activate my Field Spell Card: Madolche Chateau. And its effect will let me shuffle all my Madolche monsters that are in my grave back to

the deck." Anisette said as a castle made entirely out of dessert appeared behind her, with hundreds of Madolches running around it.

"And since you activated a card effect, Artifact Dagda lets me set Artifact Achilleshield from my deck to my field."

"Okay. I end my turn."

"My turn. I draw. Now, I will activate my set card: Artifact Ignition. This card lets me destroy one spell or trap card on the field. I will choose your Madolche Chateau." Artifact Dagda flipped a few switches on his weapon before having it fire a beam at Madolche Chateau, destroying it. "Now, I will move to the battle phase. All my monsters will attack you directly for a total of 4500."

"It looks like Velvet is going to win." Pyrrha said.

"Let's see. You never know what could happen." Jaune said.

"I will set one card and end my turn." Velvet said as her monsters returned to her side of the field.

"My turn. I draw. I set one card and end my turn."

"My turn. I draw. Okay. I will move straight to the battle phase and attack you directly." Velvet said, causing Anisette to sigh.

"And you win the match. Oh, well. Time for more desserts." Anisette said before taking out a Mochi Mooncakes and taking a bite from it. "Good game."

"Thanks, Anisette." Velvet said, turning off her duel disk. "By the way, what were your two set cards?"

"Madolche Nights and Madolche Tea Break."

"How come you didn't use them?" Pyrrha asked as she and Jaune approached them.

"I need to have no monsters in my graveyard so I can activate them. And Madolche Chateau made them usable since it returned all my monsters to my deck. But, while I could have used Madolche Tea Break to stop Velvet's Artifact Ignition, Tea Break just negates it and returns it to the hand. And that means she could just use it again. I would need Madolche Puddingcess for it to gain its other effect."

"And what is that?" Jaune asked.

"To destroy one card my opponent controls." Anisette answered. "Anyway. Here is my locator card. Good luck. And don't forget to visit my shop in Vale if you ever want more desserts."

"Don't worry. We will."

"And thanks for the desserts."

"You're welcome." Anisette said before leaving.

"Well. It looks like we all have two locator cards." Jaune said.

"And that just means we need one more." Pyrrha said.

"And we will be in the finals."

"Yup. Let's go find others to duel." Jaune said. Nodding, Pyrrha and Velvet grabbed Jaune's hands as they left the place to find other competitors.

Meanwhile

With Hazel

'Alright. That takes care of Watts, Tyrian, and Merlot. I'm so glad I made backups of everything I had taken and that Cinder is so full of herself that she didn't make sure to see if anything was out of place.' Hazel thought as he ran through the streets, having just finished sending a certain mute girl everything he learned. *'Now, I just need to find the Blacksmith from Ever After, Pietro, and Penny.'*

Running through the streets, Hazel pushed past and went around all the other competitors. Some did try to stop him to ask him if something was wrong or if he wanted to duel, but Hazel simply pushed them to the side. While he was a competitor and liked dueling with his monsters, Hazel knew the more important task was warning Pietro, Penny, and the Blacksmith that Salem and Cinder were here. While he knew he could have simply told Ironwood or Opzin, seeing as he saw them earlier, Hazel chose not to. And the reason was simple.

They might share a common enemy.

But they *DID NOT* share the same *GOALS!*

Yes, they now share the common enemy of Salem and her faction. But their end goals and how they would achieve them are far different. Hazel just wanted to end this conflict and prevent any more people or creatures from needlessly losing their lives. However, Hazle knew that Ozpin and Ironwood would capture the Blacksmith the moment they saw her under the guise of better helping protect humanity's future. And that was despite the fact the Blacksmith's power only worked in Ever After, as that was her domain. She was essentially a regular person, aside from appearance. That was why Hazel didn't clue in or inform Ozpin or Ironwood about the Blacksmith.

'I just hope I can find them before Ozpin or Ironwood. Or worse, Salem or Cinder.' Hazel thought as he continued running through the streets.

Ten Minutes Later

'So much less intricate than the Mother Tree this world is. But still intricate and complex nonetheless. Yet, it can be made so much easier to understand. Why must the people of this world make things needlessly more difficult?' The Blacksmith thought, amused and curious, as she walked around the streets, looking for someone to duel.

While not explicitly stated by the Brothers, it was heavily frowned upon against leaving Ever After. However, that did not stop the Blacksmith from making several trips to the other realm to see what was happening and get a taste of something. After all, while Ever After was magnificent in its own right, it did grow stale after a while. That's why the Blacksmith loved to come to this world. But, to ensure her work did not pile up and everything ran smoothly in Ever After, the Blacksmith made sure to space out her visits by at least a decade. However, her next time to visit wasn't for another four years. Yet, when she learned there was a Yugioh tournament happening and she could get an invite, she made an exception and came to Remnant as soon as she could. And despite getting some odd looks, she was having a grand time.

'I wonder who will be my first opponent.' The Blacksmith wondered. However, her attention shifted when she saw someone running toward her. *'Perhaps he would like to duel. But why is he running like he saw a terrifying sight?'* "Yes. May I help you?"

"Yes. Are you the Blacksmith?" Hazel asked, panting. He was overjoyed when he heard some kids talking about a weird person that looked like an abandoned machine. After *'talking'* with the kids, Hazel learned where they last saw her and immediately ran to the place. Thankfully, she wasn't too far away from the spot.

"Well, my name is the Blacksmith. However, I am not a blacksmith by your world's definition." The Blacksmith answered.

"Are you the same Blacksmith that is from Ever After? The one who helps control everything with the help of the Mother Tree?"

"That is not exactly how it goes. But, yes, I am that Blacksmith. Why do you ask?"

"I came to warn you." Hazel said, still trying to catch his breath. While he might be a strong fighter, stamina and long bouts of cardio or fights were never his strong suit.

"Warn me about what?" The Blacksmith asked, curious.

"There's a group of people after you. And two of them are here in this tournament."

"Why are they after me?"

"It would be too long to explain everything. But they want to find a way to destroy the Ever After, along with getting the Relics to get the Brothers to come back to Remnant and destroy everything. They already know where the relics are and are making plays to acquire them. But they don't have anything yet for Ever After. That's why they want to capture you, so they can find a way."

'I had hoped in the time the Brothers had been away that this world would have better itself. But that does not seem to be the case.' The Blacksmith thought with a disappointed sigh. "Thank you for telling me this. What is your name?"

"Hazel. Hazel Rainart."

"Thank you for telling me this, Hazel Rainart. I shall leave as soon as a bullhead is ready to depart, which should be a half hour." The Blacksmith said while checking the time on her watch. While time did not matter for someone like her, the Blacksmith felt that it would be convenient for everyone if she had some way to tell the time of Remnant. Fortunately, a nice man was able to repair a broken watch she found in the streets.

"You're welcome. But be careful. While I know one is going as she is, the other could be disguised as anything."

"I will." The Blacksmith assured before an idea formed in her head. "But, since there is time before the bullheads are ready, and you know the people who are after me are, how about we stick together? We can also duel to pass the time. I can even give you my locator card afterward, regardless of whether you win or lose."

"Yeah. That sounds like a good idea." Hazel agreed. If they were to stick together, there was a higher chance that she would be able to escape, especially since he knew what Cinder looked like. The only problem would be Salem. Nevertheless, he would fight Salem with everything he had until he was sure the Blacksmith escaped.

"Excellent. Then let's get started." The Blacksmith said as they made some space while activating their duel disks.

"How do you want to decide who goes first?"

"Let's flip a coin."

"Alright. Do you want to be heads or tails?"

"I shall choose heads."

"Okay." Pressing a button on his duel disk, Hazel had his duel disk project a hologram coin, which flipped several times before landing on tails. "I will go first."

"Alright. Good luck."

"Thanks." Hazel said as he drew his cards. "First, I will normal summon Gem-Armadillo. And when he is normal summoned, I get to add Gem-Knight Obsidian from my deck to my hand. I will then activate Gem-Knight Fusion using Gem-Knight Obsidian and Gem-Knight Garnet to fusion summon Gem-Knight Citrine. And because Gem-Knight Obsidian was in my hand when this happened, his effect allowed me to return Gem-Knight Garnet to my field."

From behind Hazel, Gem-Armadillo appeared and climbed up him. He then gave Hazel his card before jumping off and heading to the field. Then, a Garnet and Obsidian jewel appeared above the field. They glowed brightly before fusing to create Gem-Knight Citrine. Gem-Knight Citrine then used his Garnet powers to power an obsidian stone to revive Gem-Knight Garnet.

"Now, I will complete the circuit. I will Link Summon Gem-Knight Phantom Quartz by using Gem-Knight Garnet and Gem-Knight Armadillo. And when Gem-Knight Phantom Quartz is Link Summoned, he lets me add one Gem-Knight card from my deck to my hand. I choose Gem-Knight Tourmaline. Now, I will use Absorb Fusion to banish Gem-Knight Tourmaline and Gem-Knight Sapphire to Fusion Summon Gem-Knight Topaz."

The Link Circuit appeared above Hazel's side of the field, with Gem-Knight Garnet and Gem-Knight Armadillo using their power and life force to activate it. With the circuit complete, Gem-Knight Phantom Quartz appeared and landed on the Extra Monster Zone. He then used a 'dead' gem and filled it with his essence to create Gem-Knight Tourmaline and give it to Hazel. Afterward, Gem-Knight Tourmaline and Gem-Knight Sapphire appeared before turning into their respective gems, which fused to form Gem-Knight Topaz.

"Now, I will activate Gem-Knight Phantom Quartz's second effect. By paying 1000 life points, I get to shuffle three of my Gem-Knight monsters that are banished or in my graveyard back into my deck. I will return Gem-Armadillo, Gem-Knight Obsidian, and Gem-Knight Tourmaline to Fusion Summon Gem-Knight Lady Brilliant Diamond. Then I will use her effect to send Gem-Knight Topaz to bring out Gem-Knight Prismaura."

Gem-Knight Phantom Quartz powered himself up again to give life to another three quartz crystals. He then used his powers to have the crystals float into the air to an empty monster card zone. The crystals then merged to form Gem-Knight Lady Brilliant Diamond. She then took out her sword and commanded Gem-Knight Topaz to leave and have Gem-Knight Prismaura take his place.

"I will set one card and end my turn."

"Excellent play, Hazel. Let's see if I can counter it. I draw." The Blacksmith said as she drew her card. "Alright. First, I will activate my Field Spell Card: Mount Sylvania. Next, I will activate Sylvan Charity. This card lets me draw three cards. But I have to reveal two,

including a Sylvan card, and place those two cards on the top of my deck."

From behind and to the sides of the Blacksmith, a massive but beautiful and serene forest appeared. And from the sounds of it, Hazel could tell it was densely populated with a variety of species. Then, a colossus tree emerged and used one of its branches to hand the Blacksmith three cards, which she gladly took three and gave back two.

"Now, I will summon Sylvan Peaskeeper. And their effect lets me excavate the top card of my deck and send it to the graveyard if it is a Plant-Type monster. It is Sylvan Komushroomo. When he is excavated, I get to destroy one spell/trap card on the field. I will choose your set card. But because a Sylvan monster was sent to the graveyard, I get to special summon Sylvan Sagequoia from my hand. Now, I will use his effect to excavate the top of my deck and send the card to the graveyard if it is a plant monster. It is Sylvan Marshalleaf, whose effect lets me destroy your Gem-Knight Lady Brilliant Diamond."

On the Blacksmith's side of the field, Sylvan Peaskeeper rose from the ground and pulled out a tiny set of binoculars. Once it spotted Hazel and his monsters, it sent out an alert for Sylvan Komushroomo to use his burning smores to destroy Hazel's set card. Then, Sylvan Sagequoia grew from the ground, not looking too pleased with what he was seeing. He then ordered Sylvan Marshalleaf to bring Gem-Knight Lady Brilliant Diamond into the forest, where she was merged into the forest, thus being destroyed.

"Smart move, taking out my trap card first so I couldn't use it." Hazel said as he sent Gem-Knight Lady Brilliant Diamond and Brilliant Spark to the graveyard.

"Thank you for your compliment, Hazel. Now, I will Link Summon Sylvan Dancepione using Sylvan Peaskeeper and Sylvan Sagequoia. When Sylvan Dancepione is Link Summoned, I get to choose a number from 1 to 3 and excavate that many cards from the

top of my deck. Then, if up to two of them are plant monsters, I can special summon them while sending the rest to the graveyard. I chose three. And they are Sylvan Hermitree, Sylvan Sagequoia, and Sylvan Princessprout. I will summon Sylvan Hermitree and Sylvan Sagequoia while sending Sylvan Princessprout to the graveyard. However, when Sylvan Princessprout is excavated and sent to the graveyard, I get to pick a level, special summon her and have her become that level. I will have her become level eight."

A Link Circuit appeared above the Blacksmith's side of the field with Sylvan Peaskeeper and Sylvan Sagequoia looking up at it. They then closed their eyes and let the Link Circuit absorb their life essence and let their physical bodies be absorbed back into the forest. Then, from the Link Circuit came Sylvan Dancepione. She then plucked three grapes before throwing two on the field, with the third one going to the graveyard. The ground started to shake as Sylvan Hermitree and Sylvan Sagequoia emerged from the ground. Once the shaking stopped, Sylvan Princessprout exited the graveyard with a sleepy expression on her face as she changed her level to eight.

"Now, I will activate my Sylvan Sagequoia's effect and my Sylvan Hermitree's effect to excavate the top of my deck. For Sylvan Hermitree, the excavated card is another Sylvan Komushroomo, who will destroy your Gem-Knight Prismaura. And since it was a plant monster, I get to draw a card. As for my Sylvan Sagequoia, his was Sylvan Lotuswain. Sylvan Lotuswain's effect lets me return up to five Sylvan cards from my graveyard to the bottom of my deck in any order."

Sylvan Sagequoia and Sylvan Hermitree closed their eyes and sent two cards from the deck to the graveyard. Sylvan Hermitree then ordered Sylvan Komushroomo to destroy Gem-Knight Prismaura while Sylvan Sagequoia had Sylvan Lotuswain guide five Sylvans back to the deck.

"And because a Sylvan card was sent to the graveyard while Sylvan Sagequoia was in my hand, I get to special summon it. Now, I will

XYZ Summon twice. First, I will use my two Sylvan Sagequoias to bring out Orea, the Sylvan High Arbiter. Then, I will use my Sylvan Hermitree and Sylvan Princessprout to bring out Alsei, the Sylvan High Protector."

All four of the Blacksmith's monsters closed their eyes before turning into balls of green energy. The balls of energy flew back into the forest, with two separate roars happening seconds later. Then Orea, the Sylvan High Arbiter, and Alsei, the Sylvan High Protector, came charging onto the field.

"Now, I will activate Orea, the Sylvan High Arbiter. By detaching one of its materials, I get to choose 1 to 3 cards and excavate them from the top of my deck while sending plant-type monsters to the graveyard. Then, for each Plant-type monster that was excavated, I get to return up to that many cards on the field to the hand." The Blacksmith said as Orea, the Sylvan High Arbiter, ate one of her overlay units. "I choose two. The cards I excavated are two Sylvan Mikorange. That means your Gem-Knight Citrine and Gem-Knight Phantom Quartz are returned to the extra deck since extra deck monsters cannot be in the hand.

'Damn. I didn't think I would get OTK in this tournament.' Hazel thought as he returned his monsters to the extra deck, leaving his field empty.

"And my two Sylvan Mikorangess' effects activate when they are excavated. They each give my plant-type monsters 300 attack and defense points each. Now, I will move to the battle phase and attack you for 8700 points of damage." The Blacksmith said, with her monsters attacking Hazel directly.

"And that was one of the fastest games I have ever played." Hazel said, chuckling.

"But it was still fun." The Blacksmith said as they deactivated their duel disks.

"Yes, it was."

"So, what now? The duel only lasted ten minutes, meaning we have another thirty before the bullheads are operational."

"I suggest we keep moving. If we stay in one area for too long, Salem and her followers would be more likely to find us."

"Good idea. Lead the way." The Blacksmith said. Nodding, Hazel guided her through the town while switching directions every now and then to throw off any followers.

Notes:

Again, sorry for the really short chapter. Things were hectic on my end, especially since it is the holidays. But this should kick off the tournament arc.

Sorry if I butchered how some decks work, like with Cyberse, so I hardly play them as they are not my style of playing. While I know how to Link Summon, efficiently Link Climbing is whole other story.

Second, while some duels seem completely lopsided, it is because some match ups were. I randomized the match ups and some decks were practically helpless against others.

Lastly, not all the duels will be shown. Some will be skipped.

Chapter 10

Remnant: Time to Duel

Chapter 10: Round 1: Part 2 of 3

With Pyrrha, Jaune, and Velvet

"Are you sure you want to do so tonight?" Pyrrha whispered to Velvet as she, Velvet, and Jaune walked through town in search of their next opponents.

"Yes. I can't wait any longer. And I know you can't wait any longer either." Velvet answered.

"True. Seeing him take on and defeat that Volcanic player with ease got me going and... thinking naughty thoughts." Pyrrha blushed. "But are you sure you don't want to wait until after the tournament?"

"We can still do it again after the tournament. And make it as romantic as can be, with candles and everything. But right now, I'm close to jumping his bones."

"Same." Pyrrha agreed, eyeing Jaune as he talked with one of the guards. After seeing numerous clouds start to fill the sky, they began to wonder whether or not the event organizers would send out a message if they were going to put a pause on the tournament. "But what about protection? We didn't bring any protection. Nor are we on the pills or shots or anything."

"I know that. But I don't care. I want him badly. And I know you do just as badly."

"Right. So, when should we take him to our residence the officials gave us?"

"Well, they gave everyone their own residence. So, we'll come with Jaune to his. And then, we'll have our way with him."

"Alright. But-"

"Don't worry. I know he feels the same. Trust me. I know." Velvet said, glancing at Jaune. "And we'll do it when it's time to head to our residence."

"Okay. But I doubt any of us will be getting much sleep tonight." Pyrrha said, blushing even heavier. However, she shook her head when she noticed that Jaune was just about to finish talking with the guard. "Here he comes. Pretend we were talking about when we are going to meet his family if he asks."

"Alright." Velvet agreed as they composed themselves.

"Okay. Sorry that took so long." Jaune said as he returned from talking with the guard.

"It's fine, Jaune." Velvet said, smiling, as she moved to lean into him while grabbing his hand.

"What did the guard say?" Pyrrha asked, doing the same.

"If something happens, the event organizers or officials will send a message to everyone's scrolls, the town's public speakers, and possibly even on the blimp from earlier."

"That's good. So we know when to head to our residences."

"Yup."

"So, what now?" Velvet asked.

"Let's continue finding other people to duel with."

Grumble

"But first, let's find a place to eat." Jaune said, chuckling when he heard his girlfriends' stomachs grumbling.

"Yeah. Those pastries were good." Velvet began, blushing in embarrassment.

"But they were not very filling." Pyrrha added, also blushing.

"True. Let's go." Jaune said, smiling, as he brought his friends closer to himself.

Fifteen Minutes Later

"I'll head inside and order us something to eat." Jaune said as they arrived at one of the few restaurants that were working today. But unfortunately, because of that, it was packed to the brim with hungry people.

"Alright." Pyrrha and Velvet said as Jaune entered the restaurant. Once he was inside, they went over to a nearby bench to wait for their boyfriend. However, no sooner than they sat down, they heard two voices call out to them.

"HEY! YOU TWO!" The voice shouted. Turning to where it came from, Velvet and Pyrrha became confused when they saw the Malachite Sisters walking toward them.

"Uh, can we help you two?" Pyrrha asked.

"Yeah." Melanie said as they arrived.

"You two are the girlfriends of Jaune Arc, right?" Miltia said.

"Um. Yeah." Pyrrha and Velvet answered.

"Looks like we found them." Melanie said.

"Yeah." Miltia agreed.

"Uh. Why did you need to know that?" Velvet asked, curious.

"Because we're taking him off your hands." Melanie began.

"And making him ours." Miltia finished.

"WHAT!?" Velvet and Pyrrha shouted, shocked.

"You heard us." Melanie said, crossing her arms.

"We're taking him off your hands and making him ours." Miltia said.

"Cause we make better girlfriends to Jaune Arc than you two." The Malachite Twins said.

"Like hell, you two are going to take him away from us." Pyrrha growled as they stood up.

"You two hardly even know him." Velvet added, seething.

"And despite that, we would still make better girlfriends than either of you." Melanie said.

"And eventually better lovers." Miltia added, smirking.

"That is if you can even find him." Pyrrha said, feeling her patience wane.

"And I doubt he would even accept your advances." Velvet added.

"We doubt that. We can be very convincing." Miltia said.

"Not to mention, who wouldn't want to be with us?" Melanie said, placing her hands on her hips and cocking them.

"Neither of you are going to stop this." Pyrrha said more than asked.

"Not until he is ours." Miltia said.

"Then how about we duel." Velvet said, catching everyone off guard.

"What?" The Twins asked, surprised.

"We duel. If Pyrrha and I win, you leave and give up on Jaune. But if you two win, then you two get a chance at him." Velvet said. *'But I doubt he would even consider you two.'*

"Deal." The Twins confidently said.

"Are you sure about this, Velvet?" Pyrrha asked.

"Yes."

"Alright. I trust you." Pyrrha said as they made space for their duel.

"How do you two want to decide who goes first?" Melanie said.

"Let's do a high roll." Velvet answered.

"Fine by us." Miltia said as they activated their duel disks.

"We'll choose tails." Melanie said as the hologram coin appeared on the field. It flipped several times before landing on tails.

"We'll go first." Miltia said as both teams did another coin flip. "Alright. The order will be me, Pyrrha, Melanie, and then Velvet."

"Fine." Pyrrha and Velvet said as they drew their cards.

"My turn. Let's see." Miltia said as she looked over her cards. "I will start by activating my Field Spell: Mausoleum of the Emperor. By paying 1000 life points, I get to summon Phantom Bounzer for free. Then, I will activate the Spell Card: Double Summon. Now, I will bring out Command Knight, who will power himself up along with my Phantom Bounzer."

From behind Militia, a massive altar with pillars on either side of it appeared. Then, in the center, a fire suddenly erupted from what

Pyrrha and Velvet presumed was the offerings pot. And from it came Phantom Bounzer, who landed on the field and let out a mighty roar. The roar seemed to have an effect as a pillar of light appeared next to him. Once it vanished, Command Knight was on the field, causing their attack points to go up.

"I will set one card and end my turn."

"My turn. I draw." Pyrrha said as she drew her card. "Because you control a monster and I don't, I can special summon Heroic Challenger - Assault Halberd from my hand. Then, I will summon Heroic Challenger - Morning Star. And his effect will let me add Heroic Envoy, which I will use to add another Heroic Challenger - Morning Star to my hand. Since I control two warrior-type monsters, I get to special summon him to the field. Then I will build the Overlay Network to XYZ Summon Heroic Champion - Kusanagi."

A halberd and morning star appeared and struck Pyrrha's side of the field. Then, their respective owners arrived on the field, with Heroic Challenger - Morning Star handing Pyrrha her card. She then used it to bring to the field another Heroic Challenger - Morning Star to the field, who looked surprised to see another copy of himself. However, the confusion quickly went away as they combined their weapons and fused together to form Heroic Champion - Kusanagi. Kusanagi then took out his sword, with it catching fire a second later.

"Now, I will activate my Field Spell: Magnetic Field. Next, I will activate my spell card: Polymerization. I will fuse Valkyrion, the Magna Warrior, and Berserkion, the Electromagna Warrior, to bring out Imperion Magnum, the Superconductive Battlebot!"

A massive magnetic platform appeared behind Pyrrha, with heaps of scrap metal floating above it. Pyrrha then used her semblance to move the parts and fuse them together to form Imperion Magnum, the Superconductive Battlebot. Imperion Magnum, the Superconductive Battlebot, then ran to the field while pulling out his sword.

"I end my turn."

"My turn. I draw." Melanie said as she drew her card. "Alright. I will activate my Field Spell: Traptrip Garden. This card will let me summon an additional Traptrix monster to my field during my turn. Now, I will summon Traptrix Myrmeleo. When she is summoned, I get to add Floodgate Trap Hole from my deck to my hand. Then, I will complete the circuit. I will Link Summon Traptrix Sera by using Traptrix Myrmeleo."

From all around Melanie, a beautiful field of grass and dandelions bloomed to life. However, while dazzling, there was an ominous feeling to it. Then, a trail could be seen in the field as something made its way to Melanie. It stopped right before her and popped out to reveal Traptrix Myrmeleo, who gave Melanie her Floodgate Trap Hole before disappearing back into the grass. But once she was gone, a new trail formed that went to her extra monster card zone. And out from it came Traptrix Sera.

"Now, I will use Traptrip Garden's effect to summon Traptrix Dionaea. And her effect lets me bring back Traptrix Myrmeleo to my field in defense position. Next, I will XYZ summon using Traptrix Dionaea and Traptrix Myrmeleo to bring out Traptrix Rafflesia!"

Yet another trail appeared that headed to Melanie's graveyard. Traptrix Dionaea's head popped up, followed by Traptrix Myrmeleo's head. They then went back into the grass before leaving while a giant fly trap grew on Melanie's side of the field behind Traptrix Sera. It then opened up to reveal Traptrix Rafflesia lying comfortably on the tongue.

"I will set four cards and end my turn."

"My turn. I draw. First, I will activate my spell card: Pot of Duality. I get to look at the top three cards of my deck and add one to my hand." Velvet said. After looking, the Pot Of Duality appeared on the field with Sorcerous Spell Wall coming out the top before heading to

Velvet's hand. "Now, I will activate Sorcerous Spell Wall. I will then set five cards and end my turn."

"Alright. Back to me. I will draw." Miltia said. "Alright. I will now tribute Command Knight to summon Hammer Bounzer. Then, I will build the Overlay Network. I will XYZ summon Photon Strike Bounzer!"

Command Knight nodded his head as if acknowledging what was happening before leaving the field with Hammer Bounzer taking his place. They then roared before turning into stars that shot up to the sky. The stars circled each other before clashing, causing an explosion of light. Then, from it came Photon Strike Bounzer, who landed on the ground.

"Now, the battle phase." Miltia said.

"Not so fast. I activate my trap card: Heavy Dust Stormer." Velvet said, activating her trap card.

"What cards are you destroying?" Melanie asked.

"I will destroy your Field Spell and my middle trap card." Two typhoons emerged from Velvet's trap card, with one destroying her set card and the other destroying Militia's field spell, with the grass and dandelions vanishing. "And because I destroyed my Artifact Moralltach, I get to-"

"NOT SO FAST! I activate my trap card: Gravedigger's Trap Hole! When an opponent's monster activates its effect in the graveyard, I get to negate it and inflict two thousand points of damage to you!" Militia said, smirking, as a goblin with a shovel appeared on the field and hurriedly covered Velvet's graveyard to prevent Artifact Moralltach from returning. However, before it could reach it, Heroic Champion - Kusanagi moved to stand in front of him.

"I will chain and negate your trap with Heroic Champion - Kusanagi's effect." Pyrrha said as she used one of Heroic Champion - Kusanagi's overlay units.

"And I will negate your monster's effect with Photon Strike Bounzer's effect." Miltia said. Absorbing one of his overlay units, Photon Strike Bounzer powered up before using his lights to blind Heroic Champion - Kusanagi. However, before he could do so, an electromagnetic field surrounded him, shocking him and rendering Photon Strike Bounzer powerless, with him exploding a second later.

"And I will counter your Bounzer's effect with Imperion Magnum, the Superconductive Battlebot!" Pyrrha said as her monster used its sword to direct an electrical attack at Photon Strike Bounzer.

"Damn it." Miltia and Melanie said as their effects were negated, allowing Velvet's Artifact Moralltach to appear on the field.

"Welcome back, Artifact Moralltach. Now, use your effect to destroy Traptrix Rafflesia!" Velvet said.

"Not so fast. While you negated my one trap card, you didn't do anything about my others. I activate my trap card: LOST WIND! I get to target one face-up monster on the field and negate its effect while also cutting its attack in half." Miltia said as a strange wind overcame Artifact Moralltach, confusing it and preventing it from using its effect.

"Well, that sucks." Velvet said, slightly annoyed.

"For you." Miltia said, smirking.

"Maybe. Yet, you are now left wide open after we deal with your sister's monster." Pyrrha said, causing Miltia to growl.

"I end my turn. Your move, Nikos."

"My turn. I draw." Pyrrha said as she drew Heroic Challenger - Knuckle Sword. "Okay. There's not much else I can do at the moment. So, I will move to the battle phase. My Heroic Champion - Kusanagi will attack your Traptrix Rafflesia. And because its effect to negate your trap card went through earlier, it is now at 3000 attack

points. GO! Heroic Champion - Kusanagi attack Melanie's Traptrix Rafflesia with Swift Flaming Sword Attack!"

Raising its sword, Heroic Champion - Kusanagi let it get brighter and hotter before charging Melanie's Traptrix Rafflesia. Once on Melanie's side of the field, he jumped into the air before coming down with a downward strike, cutting the fly trap in half and destroying Traptrix Rafflesia. But because it was in defense position, they did not lose any life points.

"Now my Imperion Magnum, the Superconductive Battlebot, will attack you directly for 4000 points of damage!" Unsheathing his sword, Imperion Magnum, the Superconductive Battlebot, charged at Melanie and swiped at her directly, causing their life points to go down to 11,000. "I end my turn."

"My turn. I draw." Melanie said as she drew Solemn Strike. While good, it would not benefit her that much. But something was better than nothing.

"And on your Draw Phase, I will activate my set card: Dust Tornado! I will destroy my set card on the far left." Velvet said as her card activated, with a tornado appearing and destroying her set card, revealing it to be Artifact Caduceus. "While Artifact Caduceus has a great effect, it is not why I summoned him. He, along with Artifact Moralltach, will help me build the overlay network."

"How?" Militia asked.

"Unless you are running a specific deck, you can't XYZ summon on my turn." Melanie said.

"Typically, you are right. But this card says otherwise. I reveal my face-down card: Artifacts Unleashed. This will let my XYZ summon at the cost of my battlephase. But since it is your turn, I don't have to worry about that. Now, come to the field, Artifact Durendal!" Velvet said. Her two Artifact Monsters placed their weapons next to each

other before disappearing into them. The weapons started unfolding before merging to form Artifact Durendal.

"I set one card and end my turn. And because you brought out an Extra Deck monster, I get to set Lost Wind back on the field." Melanie growled.

"My turn. I draw." Militia said before sighing. "I set one monster card and end my turn."

"My turn. I draw." Pyrrha said. "Alright. I will now summon Heroic Challenger - Clasp Sword. And because I control a Heroic Monster, I can special summon Heroic Challenger - Knuckle Sword from my hand. I will now XYZ summon Heroic Champion - Jarngreipr! Then, I will use his effect. By detaching two overlay units, I can bring out Heroic Challenger - Assault Halberd while allowing Jarngreipr to gain Assault Halberd's attack points. "

Dashing to the field, Heroic Challenger - Knuckle Sword and Heroic Challenger - Clasp Sword arrived and greeted their fellow monsters. They then combined their weapons and fused to form Heroic Champion - Jarngreipr. He then grabbed his two overlay units before throwing them into the air to have them act as makeshift flares. But no sooner than he did this, a large figure appeared in front of Jarngreipr and struck him with lightning.

"Not so fast. I activate my countertrap card: Solemn Strike. By paying 1500 life points, I can negate your monster's effect." Melanie said as their life points dropped to 9,500.

"Fine. Well, with that plan gone, I will move to the battle phase. My Heroic Champion - Kusanagi will attack your face down. Then, my Imperion Magnum, the Superconductive Battlebot, will attack you directly." Pyrrha said. Adjusting his stance, Heroic Champion - Kusanagi raised his sword, charged across the field, and destroyed Melanie's face-down card, revealing it to be Maurading Captain. With the field now clear of obstacles, Imperion Magnum, the

Superconductive Battlebot, galloped across the field and sliced at Militia directly. "I end my turn."

"My turn. I draw. I end my turn." Melanie said.

"My turn. I draw." Velvet said as she drew her card. "Okay. I will attack you directly with my Artifact Durendal for 2700 points of damage."

"My turn. I draw. I end my turn." Miltia said.

"My turn." Pyrrha said, smirking. "I will move directly to the battle phase. My monsters will attack you directly."

"And that is game." The Malachite Twins said as Pyrrha's monsters reduced their life points to zero.

"Which means you have to get out of here." Velvet growled as they deactivated their duel disks.

"We will." Miltia said.

"But we will be back." Melanie said.

"In the meantime, here are our locator cards." Miltia said, handing them the locator cards before leaving.

"Was that just me, or was that extremely lopsided?" Velvet asked.

"It was. But that's because I got lucky with my opening hand and because of Traptrix's weakness." Pyrrha said.

"What are their weaknesses?"

"Traptrix's weakness is that they rely a lot on normal Hole trap cards. But despite their support to get them on the field, activate the traps in the hand, or give one of their monsters the trap's effect, they must still meet the activation requirements." Jaune explained as he returned with their food. "So, if they don't meet the requirements, the

traps won't go off. Plus, they don't really have a way to protect them. So mass removal or having a few negates on the field will essentially shut down the deck."

"JAUNE!" Velvet and Pyrrha shouted as they rushed to hug him.

"Hey. What did I miss?"

"Nothing much. We were just in a tag duel." Pyrrha answered.

"How did it go?"

"Not bad. But we got a bit lucky with Pyrrha's opening hand." Velvet added.

"But because we won, Velvet and I now need only one more Locator Card to qualify for the next round."

"Nice. Now, all I need is two more, and I will qualify as well." Jaune said, happy for his girlfriends.

"I know you will get the last two, Jaune." Pyrrha said.

"But before we go looking for someone else to duel, let's eat. I'm getting hungry." Velvet said. Nodding, the trio went to a nearby bench to enjoy their food.

Meanwhile

With Penny

"Thank you for showing me around town, Ms. Higanbana Waitress." Penny said as she took in the sights of the town.

"No problem, Penny. Besides, I couldn't have let someone as innocent as you wander through these streets by yourself. Especially since there are some unsavory people here." The Higanbana Waitress said, eyeing unsavory individuals nearby.

Despite being praised for numerous things, Mistral still had a pretty high crime rate. There was even the Kuchinashi village, where it was literally nothing but thieves and criminals. So, almost naturally, The Higanbana Waitress learned how to spot specific individuals and discern their motives without needing to talk to them. And while this town didn't have too many unsavory people, there were still some lurking about. Moreover, she wouldn't let someone as innocent as this Penny girl she found go about without anyone protecting her.

"What does unsavory people mean?" Penny asked.

"It means people who are not nice or friendly." The Higanbana Waitress answered as she guided Penny to a place that had more huntsmen patrolling. "Anyway. Have you tried contacting your father again?"

"I have. But something is preventing us from making contact with each other."

"Alright." The Higanbana Waitress said, feeling like something was off. "Is there anyone else that comes with you and your father?"

"Yes. General Ironwood, Specialist Schnee, and several other Atlas Personnel are also here.

'Atlas? Great. I hate dealing with some of them. At least when they eat at my restaurant, we can jack up the prices by 500%, and they would still pay for it.' The Higanbana Waitress thought. "Do you know where any could be?"

"Yes. There is one base near the central park. The one with a fountain."

"Oh. I know where that is. I can take you there." The Higanbana Waitress said, changing directions. *'And then I can get back to dueling.'*

"Thank you, Higanbana Waitress."

"You're welcome, Penny."

"But before we go there. May we duel?"

"Duel?" The Higanbana Waitress asked, surprised. But after thinking about it, she saw no harm in it. Plus, if she won, she could get a Locator Card. "Sure. We can duel."

"Most excellent. Let us commence dueling." Penny said as she took out her duel disk and activated it, while The Higanbana Waitress did the same.

"How do you want to decide who goes first?" The Higanbana Waitress asked.

"Let us Flip a coin."

"Alright. Do you want heads or tails?"

"I will choose the tails option."

"Alright." The Higanbana Waitress said before pressing the button to have the hologram coin appear. It flipped several times before landing on heads. "I will go first."

"Okay. Good luck." Penny said.

"Thank you." The Higanbana Waitress said as she drew her cards. "Okay. I will start by setting one card face-down. Next, I will activate the continuous spell card: Gunkan Sushi Catch-of-the-Day! Next, I will activate my Field Spell: Gunkan Sushipyard Seaside Supper Spot!"

The ground started to shake around The Higanbana Waitress as a sushi shop rose around her, with her behind the counter. The lights turned on, with numerous little monsters coming out from the back to place several types of sushi platters on the counter before getting to work on making the dishes. Then, a seaside port rose beside the

shop, with the little monsters running to the equipment to start making the sushi boats.

"Now I will use my Gunkan Suship Catch-of-the-Day's effect. Once per turn, I can reveal one Gunkan Suship Shari to reveal a Gunkan Xyz Monster from my extra deck. Then you declare one Gunkan monster's card name, except Gunkan Suship Shari, which is mentioned on any Gunkan Xyz Monster. I also get to place a sushi counter on this card."

"Alright. I will declare the Gunkan monster name: Gunkan Suship Ikura." Penny said.

"Alright. Thank you, Penny."

"You're very welcome, Ms. Higanbana Waitress."

"Now, I will reveal Gunkan Suship Shari Red to special summon Gunkan Suship Uni. Then, Gunkan Suship Uni lets me special summon the revealed monster. Now, because I summoned a Gunkan monster, Gunkan Sushipyard Seaside Supper Spot lets me place Gunkan Suship Shari on top of my deck. Now, because I control a Gunkan Suship Shari, I special summon Gunkan Suship Ikura from my hand. Gunkan Suship Ikura's effect lets me excavate the top three cards of my deck and special summon one Gunkan Suship Shari if it is one of the excavated cards. And due to Gunkan Sushipyard Seaside Supper Spot's effect, it was a Gunkan Suship Shari. I will now use Gunkan Suship Uni's effect to make Gunkan Suship Shari level 5. I will now build the overlay network. I will XYZ summon Gunkan Suship Uni-class Super-Dreadnought using Gunkan Suship Shari and Gunkan Suship Uni. Finally, I will XYZ summon once more and bring out Gunkan Suship Shirauo-class Carrier using Gunkan Suship Shari Red and Gunkan Suship Ikura."

Steam blew from the machines while one of the little monsters pulled the cord on a horn. Then, a conveyor belt turned on and started moving with the little monsters placing Gunkan Suship Shari, Gunkan Suship Ikura, Gunkan Suship Uni, and Gunkan Suship Shari

Red on it, which brought it to The Higanbana Waitress. Once in front of her, another monster working a crane picked up each sushi piece and placed them on two separate sushi platters.

"And because Gunkan Suship Shari was used for both XYZ summons, my XYZ monsters each let me draw one card." The Higanbana Waitress said as a different sushi platter ship arrived with The Higanbana Waitress's new cards. "I set one card and end my turn."

"My turn. I draw." Penny said as she drew her card. "First, I will summon Sky Striker Ace - Raye and use her effect to tribute her and bring out Sky Striker Ace-Kaina. And each time I activate a Sky Striker spell card, I gain one hundred life points. Next, I will activate Sky Striker Mobilize - Engage! to add Sky Striker Airspace - Area Zero to my hand, which I will activate. Next, I will use Sky Striker Maneuver - Jamming Waves! to destroy your set card on the right."

From behind, Penny, a girl with blonde hair wearing a military uniform, stepped forward while wielding a sword. She then raised her sword to have a mech suit appear and attach itself to her, transforming Raye into Kaina. Then she brought up her arm and typed something into it to have a map appear in front of Penny. Finally, Kaina brought up one of her new arms and slammed it into the ground, sending a shockwave to The Higanbana Waitress's set card.

"And I'll chain your effect by activating it. It is my trap card: Gunkan Suship Daily Special! I'll also reveal Gunkan Suship Shari from my hand. I get to reveal three Gunkan monsters from my deck. Typically, my opponent gets to choose which monster I get to add to my hand. But because I revealed Gunkan Suship Shari, I chose. And I will add Gunkan Suship Ikura." The Higanbana Waitress said, activating her trap card. And right after she did, Sky Striker Ace - Kaina's attack struck it, causing it to explode. But once it did, Gunkan Suship Ikura flew from the card and onto the conveyor belt on the counter.

"Okay. I will now activate Sky Striker Mecha - Widow Anchor to negate Gunkan Suship Shirauo-class Carrier's effect." Penny said, activating her spell card. Sky Striker Ace - Kaina nodded as a mechanical claw was delivered to her. She took it and launched the claw at Gunkan Suship Shirauo-class Carrier, negating its effects until the end phase. "Now, I will activate Sky Striker Mecharmory - Hercules Base and equip it to Sky Striker Ace - Kaina. However, it won't stay her for long. I will use Sky Striker Airspace - Area Zero's effect to excavate the top three cards of my deck. Then, if any of them were a Sky Striker card, I get to add one of them to my hand. But if it was, I have to send Sky Striker Mecharmory - Hercules Base to my grave. And since the card I excavated and added to my hand is Sky Striker Mecha - Hornet Drones, I send Sky Striker Mecharmory - Hercules Base to the graveyard. But its effect goes off. When it is sent to the graveyard by an effect, I get to add Sky Striker Mecha - Widow Anchor, Sky Striker Maneuver - Jamming Waves!, and Sky Striker Mobilize - Engage! back to my deck."

A massive fortress that was Sky Striker Mecharmory - Hercules Base flew to remain stationary above the field. Sky Striker Ace - Kaina then flew up to and entered the base before coming out with the four Sky Striker cards and giving one of them to Penny while putting the rest back in the deck.

"Now I will use Sky Striker Mecha - Hornet Drones to gain a token. Then, I will use the token to Link Summon Sky Striker Ace - Kagari. And her effect lets me add Sky Striker Mecha - Hornet Drones back to my hand. Next, I will use my Sky Striker Ace - Kaina to Link Summon Sky Striker Ace - Shizuku. And her effect lets me add one Sky Striker spell card from my deck to my hand during the end phase. Now, I will use Sky Striker Ace - Shizuku and Sky Striker Ace - Kagari to Link Summon Sky Striker Ace - Camellia. Then, I will use my Sky Striker Mecha - Hornet Drones to create another token. And I will use my token and Sky Striker Ace-Camellia to bring out Sky Striker Ace-Zeke!"

From behind Penny, a giant Hornet Drone arrived on the field, with the hatch opening up and Sky Striker Ace-Kagari stepping out a second later. Kagari then used her flaming sword to give Penny back her Sky Striker Mecha - Hornet Drones. Sky Striker Ace - Kaina then reached into the drone and pulled out a suitcase. She opened it and used its contents to transform into Sky Striker Ace - Shizuku. Shizuku then typed something into her arm to have a Sly Striker spell card added to Penny's hand during the end phase. Shizuku and Kagari then combined their suits and powers to form Sky Striker Ace - Camellia. However, a second Hornet Drone arrived to drop off Sky Striker Ace-Zeke while Sky Striker Ace-Camellia appeared on The Higanbana Waitress's side of the field.

"When Sky Striker Ace-Camellia is sent to the field, I get to special summon it to your side of the field and destroy your Gunkan Sushiр Uni-class Super-Dreadnought! But that's not all! Sky Striker Ace-Zeke's lets me banish one card you control when it is Link Summoned!" Penny said.

As Penny said this, Sky Striker Ace-Camellia used her sword to destroy Gunkan Sushiр Uni-class Super-Dreadnought while Sky Striker Ace-Zeke prepared to banish Gunkan Sushiр Shirauo-class Carrier. However, right about as he was to launch his ability, Gunkan Sushiр Shirauo-class Carrier fired some food at his face, blinding him. And because of this, Sky Striker Ace-Zeke accidentally destroyed himself.

"What happened?" Penny asked, surprised as her life points dropped to 7700.

"I activated my countertrap card: Xyz Reflect. When a monster effect that targets one of my XYZ monsters activates, I can negate it, destroy the monster, and inflict you with 800 points of damage." The Higanbana Waitress explained.

"Alright. Since I wasn't expecting that, I will set one card and end my turn." Penny said. "But that means I get Sky Striker Ace-Camellia back to my field."

"My turn. I draw." The Higanbana Waitress said as she drew a card. "Alright. First, I will add a counter to Gunkan Sushi Catch-of-the-Day by revealing my Gunkan Sushi Shari. Then, I will reveal one of my Gunkan XYZ monsters, and you have to declare a Gunkan monster name."

"I will declare Gunkan Sushi Ikura." Penny said.

"Okay. Now, I will use summon Gunkan Sushi Ikura. And that triggers Gunkan Sushipyard Seaside Supper Spot's effect. I get to place one Gunkan card on the top of my deck, which will be Gunkan Sushi Uni. Next, I will use Gunkan Sushi Ikura's to excavate the top three cards of my deck and special summon one Gunkan monster. And since Gunkan Sushi Uni was on the top, I will special summon it. Now, I will reveal Gunkan Sushi Shari to special summon Gunkan Sushi Shari Red. Gunkan Sushi Shari Red has another effect, but I will not use it. Next, I will reveal Gunkan Sushi Shari again to special summon Gunkan Sushi Uni from my hand. And Gunkan Sushi Uni lets me special summon the revealed card if it was Gunkan Sushi Shari. Now, I will XYZ summon Gunkan Sushi Uni-class Super-Dreadnought using Gunkan Sushi Uni and Gunkan Sushi Shari. Then I will XYZ summon Gunkan Sushi Ikura-class Dreadnought using Gunkan Sushi Ikura and Gunkan Sushi Shari Red."

Steam came from the seaside port while a horn was heard from inside the restaurant. The little monsters then worked overtime to bring Gunkan Sushi Ikura, Gunkan Sushi Shari Red, Gunkan Sushi Uni, and Gunkan Sushi Shari onto the conveyor belt. Then, another set of little monsters used the Sushis to create Gunkan Sushi Uni-class Super-Dreadnought and Gunkan Sushi Ikura-class Dreadnought.

"And since both of my new XYZ monsters used Gunkan Ship Shari, I get to draw two cards. Now, the battle phase." The Higanbana Waitress said. "Now, because Gunkan Sushi Uni-class Super-Dreadnought has Gunkan Sushi Uni as XYZ material, it gets to

attack you directly. And since a Gunkan monster dealt you damage, I get to destroy your Sky Striker Ace - Camellia!"

"Sky Striker Ace - Camellia's effect goes off. I get to special summon her to your side of the field and destroy one of your monsters again." Penny said as her life points dropped to 5100.

"That would be true. However, since my Gunkan Suship Shirauo-class Carrier's effect is no longer negated, it protects all my Gunkan XYZ monsters from card destruction." The Higanbana Waitress said as Sky Striker Ace - Camellia tried but failed to destroy her Gunkan monsters.

"But since Sky Striker-Camellia was mine when she was destroyed, I get to special summon Sky Striker Ace-Raye from my graveyard. And I will use her quick effect to let me use her to Link Summon Sky Striker Ace-Kagari." Penny said as Raye appeared and transformed into Sky Striker Ace - Kagari, who gave Penny her Sky Striker Mecha - Hornet Drones card.

"Now, my Gunkan Suship Shirauo-class Carrier will attack your Sky Striker Ace - Kagari, dealing you 750 points of damage." Gunkan Suship Shirauo-class Carrier aimed its turrets before firing some expired sushi at Kagari, destroying her and causing Penny's life points to drop to 4350. "Now, Gunkan Suship Ikura-class Dreadnought has Gunkan Suship Ikura as XYZ material; it can attack you twice. That means you will take a total of 5000 points of damage, winning me the game."

"Well, that was a good game. And despite me losing, I had a great time." Penny said as they deactivated their duel disks.

"I did as well." The Higanbana Waitress agreed, smiling. "But now we must resume looking for your father."

"Of course. He must be worried for my safety." Penny said as they left the area, unaware that someone was tailing them.

Meanwhile

With Pietro

"Now, where did Penny run off? And why can't I contract her?" Pietro wondered as he roamed the streets, looking for his daughter. While she might not be his biologically, he still considered Penny as his daughter. *'Hopefully, the others are having a better time looking for her.'*

"Pietro? Is that you?" A voice called out. Having his chair turn him around, Pietro smiled when he saw his old friend/apprentice running toward him.

"Ha! It is Charlie Kenton. How have you been?" Pietro asked as Charlie reached him.

"It's been too long, my friend." Charlie laughed.

"It sure has. It's been like three years since we last saw each other in person."

"Just about. How's the gym?"

"I just finished repairing and upgrading. Luckily, all those side jobs have been keeping the money flowing in."

"That's great. But speaking of side jobs, are there any side projects you're working on?"

"Well, no. I'm not working on any side projects. But that's because I'm close to finishing up one of my bigger projects."

"And what project is that?"

"Remember a while back how we discussed being able to bring more carnage to those fights without needing huntsmen?" Charlier asked.

"Yes." Pietro answered before his eyes went wide. "No. Don't tell me."

"Yup. That's right. I'm finally bringing the Real Steel project to life."

"HA! Congratulations, my old friend. That will surely bring in a lot of money and entertainment for everyone in Remnant."

"Yup. And with that money, not only will I finally be able to get a lot of the things I always wanted, but I can open up those self-defense classes. After all, we should only huntsmen and military people know how to defend themselves."

"A heart of gold you have, Charlie. And those lessons will greatly benefit everyone." Pietro said. "But speaking of lessons. Have you seen my daughter, Penny?"

"Daughter? I didn't know you have a kid, Pietro."

"I did. This is her." Pietro said, showing Charlie a photo of him and Penny. "Have you seen her?"

"Can't say I have seen before. Sorry, Piertro."

"It's fine." Pietro said with a sigh as he put away his scroll. But no sooner than he did, he felt it vibrate. Taking it out, he felt relief wash over him. "That's a relief."

"What is it, Pietro?" Charlie asked.

"An associate of mine found Penny. And now they are wondering where I am. I just texted them. I just need to wait for them here, which shouldn't be a problem."

"How long do you think it will be until they get here?"

"About twenty minutes since they are on the other side of town."

"Well, that gives you some time before they arrive."

"It does."

"But since it will be a bit, how about we duel? We are both competing after all since I see our duel disk." Charlie suggested.

"Sure. And as we duel, it will give me time to think about a punishment for my daughter for running off and scaring me half to death."

"Just don't go too hard on her. She might just have been entranced by all the dueling."

"True. Still." Pietro said as he put on his duel disk. "I don't want her getting hurt."

"I know, Pietro. That's only natural." Charlie said, activating his duel disk. "Anyway. What deck are you using?"

"I'm using a deck called Deskbots. And you?"

"Battlin' Boxers."

"I take it you took them since your project is about boxing robots?" Pietro asked, raising an eyebrow.

"Yes. But I also felt them calling to me."

"Same with my Deskbots."

"So, how do you want to go about this?"

"How about we do a high roll?"

"Sure." They both pressed a switch on their duel disks, with two pairs of dice appearing. They rolled and landed on an eight and two. "I'll go first."

"Alright. Good luck." Pietro said as he drew his cards.

"Same to you, my friend." Charlie said as he drew his cards. "Alright. I will start off by turning the heat up. I will activate my field spell: Molten Destruction!"

'I have to talk with the creator of these duel disks. Perhaps we can work something and create a new duel disk, where the holograms and effects are even more life-like.' Pietro thought as a volcano appeared behind Charlie. And while it was 'erupting,' there was hardly anything there to really sell that it was doing so outside of it being very bright.

"Now, every good boxing match needs a promoter. I will summon Battlin' Boxer Promoter. Then I will tribute him to bring out two Battlin' Boxer monsters from my deck." Charlie said as he summoned Battlin' Boxer Promoter.

'Ladies and Gentlemen. Please welcome to the ring, Battlin' Boxer Uppercutter and Battlin Boxer Shadow!' Battlin' Boxer Promoter announced into his microphone before leaving. Then Battlin' Boxer Uppercutter and Battlin Boxer Shadow arrived on Charlie's side of the field.

"When Battlin' Boxer Uppercutter is special summoned, his effect allows me to add Battlin' Boxing Cross Counter to my hand. Now, every boxing show has a main event. So, let's get it underway. I will XYZ summon Battlin' Boxer King Dempsey using Battlin' Boxer Uppercutter and Battlin Boxer Shadow!"

Hearing a bell from somewhere, Battlin' Boxer Uppercutter and Battlin Boxer Shadow began to spar for a second before exiting the field. Then, a spotlight shined from behind Charlie on Battlin' Boxer King Dempsey. Battlin' Boxer King Dempsey raised his arms and threw a few punches before walking to the field. But as he passed Charlie, he gave him Battlin' Boxer Veil.

"And when Dempsey is summoned, he lets me add Battlin' Boxer Veil from my deck to my hand. Now, I will set three cards and end my turn. Your move, Pietro." Charlie said as he set his cards.

"Good moves, friend. Let's see what I have. I draw." Pietro said as he drew his card. "You know, dear friend, it is getting a little crowded here. So, let's clear it out. I activate my Dark Hole Spell Card."

"And I'll chain it with my Trap Card: Backfire. This way, you take 500 points of damage." Charlie said.

The clouds overhead darkened as the winds started to pick up. Soon, what seemed like a twister appeared in the center of the field. It slowly grew stronger until it began to draw Battlin' Boxer King Dempsey toward it. Dempsey tried to resist it but failed and was sucked toward it. Yet, before it was destroyed, it sent one flaming punch toward Pietro, causing his life points to drop by 500.

"Well, it looks like no matter how strong you are, nature is still in charge, as it just dethroned the King." Charlie chuckled.

"Now. Charlie, remember how I taught you reorganization is important? And how sometimes starting over can lead to even better results?" Pietro asked.

"Of course. You should never be afraid to start over."

"That is true, my friend. I will activate my Field Spell: Deskbot Base. Its effect lets me reveal any number of Deskbot cards in my hand, shuffle them into my deck, and draw the same number." Pietro said. A large desk with numerous supplies one might find in an office appeared in front of Pietro. Then, on the left side of the desk appeared a structure that was roughly the same size as a printer. Pietro then revealed two copies of Deskbot 002 and Deskbot 003 before shuffling them into the deck and drawing four cards. "There. That is better."

"I can imagine." Charlie said, smiling.

"Now, I will set the Pendulum Scale. I will set Deskbot 005 and Deskbot 006. Now, I will Pendulum Summon Deskbot 009 and

Deskbot 001. Then, I will Synchro Summon Deskbot Jet using Deskbot 009 and Deskbot 001."

From the Deskbot Base came out Deskbot 009 and Deskbot 001. They then fixed up and made space on the desk/field before returning. Then, Deskbot Jet flew out of the base and landed on the field.

"Now, I will activate Deskbot Jet's effect. I get to destroy my Deskbot 005 and your Molten Destruction."

The sides of Deskbot Jet opened up to reveal numerous smaller Deskbots were piloting it. They then flipped some switches and plugged in a few wires to activate the laser cannons. The weapons hummed to life before firing a laser at Deskbot 005 and Molten Destruction. However, while the volcano slowly crumbled to the ground before vanishing, Deskbot 005 retreated to the Deskbot base while Deskbot 009 climbed out of a recycling bin to take his place.

"Now, I will activate Deskbot 009's effect. It gains the total combined attack point value of all my Deskbots monsters that I currently have on the field. Deskbot Jet gains 500 attack and defense points for each Deskbot card on the field. And it gains an additional 500 attack and Defense points because of Deskbot Base's effect. So, Deskbot 009 now has 4000 attack points due to him already having 500 and gaining an additional 500 from Deskbot Base. But because I used his effect, I can only attack with him this turn. Deskbot 009, attack Charlie directly."

Deskbot 009 reached up and flipped down his visor. Then he grabbed some scissors, paintbrushes, and a paint sprayer before flying toward Charlie and attacking him for 4000 points of damage.

"Nice damage. But I can special summon Battlin' Boxer Veil to restore my life points." Charlie said. Battlin' Boxer Veil appeared on the field and made his shields fit together before having Charlie's life points return to 8000.

"I will end my turn. Your move, my friend."

"Alright. Let's see what I can do to make my comeback." Charlie said as he drew his card. "Okay. I will summon Battlin' Boxer Switchitter. And his effect lets me bring back Battlin' Boxer Uppercutter, which in turn activates his effect, letting me add another "Counter" countertrap card from my deck. I will get Last Counter. Next, I will XYZ Number 105: Battlin' Boxer Star Cestus by using Battlin' Boxer Viel, Battlin' Boxer Uppercutter, and Battlin' Boxer Switchitter. But I will evolve him with my Spell Card: Rank Up Magic Astral Force. This card will let me bring out the chaos form of my monster. Welcome to the ring, Number C105: Battlin' Boxer Comet Cestus!"

A giant sign appeared above the field that had the words "Round 2" on it. Battlin' Boxer Viel and Battlin' Boxer Switchitter nodded at each other. Viel then put his shield together while Switchitter threw a few jabs and crosses before going to the edge of the field and started 'calling' someone. And a moment later, Battlin' Boxer Uppercutter ran to the field before performing an uppercut, which sent him into the air and landed on Battlin' Boxer Viel's shield.

Now that they were all on the field, they started to fake spar with each other. As they did, they turned into stars that flew into the sky. The stars danced around each other before violently colliding with each other, causing a near-blinding explosion that created Number 105: Battlin' Boxer Star Cestus, who unfolded his wings while he took a fighting stance. Yet, no sooner than he did, a symbol in the shape of a strange key appeared and fused into his chest. The symbol then started to slowly change Battlin' Boxer Star Cestus's appearance while also seemingly causing him great pain. However, he soon overcame it and allowed the transformation to accelerate. And only a few seconds later, it was complete with Number 105: Battlin' Boxer Star Cestus becoming Number C105: Battlin' Boxer Comet Cestus. He created two new wings on his back in addition to his old ones before landing back on the ground. Number C105: Battlin' Boxer Comet Cestus then threw a few punches as cheering could be heard from an unseen audience.

"Now, I will use Number C105: Battlin' Boxer Comet Cestus's effect. By detaching one material while he has Number 105: Battlin' Boxer Star Cestus as an Xyz Material, I can destroy one of your monsters and inflict you damage equal to its attack on the field. I will destroy your Deskbot Jet!" Charlie said as Number C105: Battlin' Boxer Comet Cestus crushed one of the Overlay Units, causing his fists to glow. He then let it grow before using his wings to propel himself at high speeds before delivering an earth-shattering punch to Deskbot Jet, destroying it.

"Nicely done." Pietro said as his life points dropped to 4500.

"Thanks, my friend. But since your Deskbot 009 is still stronger than mine, I will set one card and end my turn."

"My turn. I draw." Pietro said as he drew his card. "I will activate Pot of Extravagance. By banishing six cards from my Extra Deck, I get to draw two cards. I will set those two cards and switch Deskbot 009 to Defense Position. Then I end my turn."

"My turn. I draw." Charlie said as he drew his card.

"And on your draw phase, I will activate my two Trap Cards: Needlebug Nests. These cards let me send the top five cards of my deck to the graveyard. So, ten will be sent to the graveyard."

"Alright. I will activate my spell card: Battlin' Boxing Spirits. I send the top card of my deck to the graveyard to special summon one Battlin' Boxer from my grave to my side of the field. I will special summon Battlin' Boxer Uppercutter to my hand." Charlie said as he sent the top card of his deck, which was Battlin' Boxer Rabbit Puncher, to the graveyard. "And this time, Uppercutter will let me add Battlin' Boxer Sparrer to my hand from my deck. And I will special summon Battlin' Boxer Sparrer using his effect. Then I will build the Overlay Network to bring out Number 79: Battlin' Boxer Nova Kaiser!"

From Charlie's deck, the spirit of Battlin' Boxer Rabbit Puncher came out and headed to the graveyard where Battlin' Boxer Uppercutter

was waiting. They tagged each other out/in, with Battlin' Boxer Uppercutter heading to the field where Battlin' Boxer Sparrer was already there. They looked at each other before being engulfed in flames. Battlin' Boxer Sparrer and Battlin' Boxer Uppercutter then leaped into the air and fused to form Number 79: Battlin' Boxer Nova Kaiser.

"I will now activate Number C105: Battlin' Boxer Comet Cestus's effect to destroy your Deckbot 009."

"And I will save him by using his effect to destroy my Deskbot 006. But I won't use his effect." Number C105: Battlin' Boxer Comet Cestus crushed another Overlay Unit before charging and punching Deskbot 009. But Deskbot 006 intercepted the attack, letting itself get destroyed instead of Deskbot 009.

"Alright then. I will move to the battle phase. My Number 79: Battlin' Boxer Nova Kaiser will attack your Deskbot 009."

"And he is gone." Pietro said as Number 79: Battlin' Boxer Nova Kaiser destroyed his Deskbot 009 with a swift uppercut.

"Now, my Number C105: Battlin' Boxer Comet Cestus will attack you directly for 2800 points of damage.

"Close, but no cigar, Charlie. I still have 1700 life points remaining."

"True. But I have the field advantage." Charlier countered. "I end my turn."

"My turn. I draw." Pietro said. He then looked in his grave and smiled. "Tell me, Charlie. Do you believe in luck?"

"Not as much as others, but yes." Charlie answered with a shrug. "Why?"

"Because thanks to you destroying my Deskbot 009, Deskbot 006, and Deskbot Jet, along with my Needlebug Nest sending the rest to

the graveyard, I now have nine different Deskbot cards in my graveyard. And you know what that means."

"I guess I am a much bigger believer in luck now." Charlie laughed.

"I would be too. I activate my Deskbot Base's second effect. By banishing nine Deskbot cards with different names from my field/graveyard, I can return all cards you control on the field, in your hand, and in your grave back to your deck." Pietro said.

A whirring sound could be heard from Deskbot Base as nine miniature Deskbot Jets flew out of it and headed to Charlie's side of the field. They then started circling each other at extremely high speeds. Soon, they created enough speed to cause the wind to pick up all of Charlie's cards and send them back to the deck.

"Talk about a once-in-a-blue-moon effect." Charlie said, smirking as he folded his arms.

"Now, I will summon Deskbot 003. And his effect lets me special summon a Deskbot monster from my deck when he is Normal Summoned. I will bring out Deskbot 009. Then, I will use Deskbot 003's other effect to give Deskbot 009 500 attack and defense points for each Deskbot card I currently control. I have three, so it gains 1500 attack points on top of the additional 500 my field spell gives it." From Deskbot Base, out came Deskbot 003 and Deskbot 009. Then, once on the field, Deskbot 003 used his tape measures, rulers, and protractors to sharpen Deskbot 009's tools, thus increasing his strength. "Now, I will move to the battle phase. My monsters will attack you directly for 3500 points of damage."

"They got some bite to their punches. Maybe they should become boxers." Charlie said as he 'felt' the Deskbots' attacks.

"I end my turn."

"My turn. I draw." Charlie said as he drew Jolt Counter. "I set one card and end my turn."

"My turn. I draw." Pietro said as he drew his card. "I will activate my spell card: Iron Draw. I get to draw two cards, but it restricts me to only one more special summon this turn. But that's fine. First, I will activate Mystical Space to get rid of your set card."

"That's fine. It wouldn't have helped me now." Charlie said as he sent his set card to the grave.

"Now, I will have Deskbot 003 grant Deskbot 009 an additional 500 attack/defense points for each Deskbot card I control. So, Deskbot is back at 2500. However, now I will double their attack points with Limiter Removal." After sharpening Deskbot 009's tools, smoke started to come out of both Deskbots. They both soon started to shake as if they were full of energy. "Now, the battle phase. They will attack you directly for 7000 points of damage."

"And that is the game, my friend." Charlie said as they deactivated their duel disks.

"But it was great." Pietro said, with Charlie agreeing.

"It was. Here's my locator card."

"Thank you very much."

"No problem."

"DAD!" A voice shouted from behind them. Turning around, they saw Penny running toward them with two other figures beside her.

"Is that your daughter?"

"Yes, she is."

"She's a big girl. Anyway, I got to go now. Talk to you later, Pietro."

"Alright." Pietro said as Charlie left. He then turned back around, only to smile when Penny hugged him. "Hey, Penny."

"Dad. I missed you." Penny said as they separated.

"I missed you too. And who are your friends?"

"Not friends, exactly." Hazel answered.

"Well." Pietro said, coughing to clear his throat. "Either way. Thank you for bringing my daughter back to me."

"Don't thank us yet. We're not out of the woods yet."

"What do you mean?"

"What does out of the woods mean? I do not see any woods." Penny innocently asked.

"It's an expression. It means there is still trouble, and we are not safe yet."

"That's right." Hazel said.

"So, what's happening? And who are you?"

"I call myself the Blacksmith, and I am from a place called Ever After." The Blacksmith answered.

"Ever After. I think I heard of that place before." Pietro said, racking his brain.

"It's a long story. But to keep it short, your General Ironwood is fighting a war with a secret enemy that's been pulling the strings on a lot of things." Hazel said.

"And how do you know that?" Pietro asked, raising an eyebrow.

"Let's just say I was blind to what was really happening behind the scenes. But once I realized what was happening, I immediately left and tried to right my wrongs."

"Then how come you're telling me this and not warning General Ironwood?"

"Two reasons. The first is that I technically did, at least partially."

"Partially?" Penny asked.

"Yes, I tipped him off that Salem, who is the leader of the enemy, and some of her followers are here. However, while I told them what most of them look like, I didn't for Salem."

"Why not?"

"She has access to a limited amount of magic. Not only that, she has a few different ways to change her appearance or go as something/someone else."

"That makes sense. But what's the other reason?"

"And what are they here for?" Penny asked.

"From what Hazel told me, they are here for us." The Blacksmith answered.

"That's right. They are here for you three for different reasons. And while you two would know why for yourselves, the reason for The Blacksmith is different. They want her to try and find a way to take over or destroy Ever After." Hazel added.

"Yes. I can see why Salem would want Penny and me. Still, you should have told Ironwood. He could have gotten to us earlier." Pietro said.

"It would have helped and made things easier. But the commotion would have alerted them and given them a chance to escape. Plus, you know as well as I do that Ironwood would have captured the Blacksmith instead of helping her return to Ever After."

"As much as I want to disagree with that, I can't. While I don't know Ironwood as well as others do, I know him enough to know that he would capture the Blacksmith for other reasons." Pietro sighed. "So, what's the plan?"

"I bring you two to one of the bases Atlas has set up in town. You two will stay there. Then, you guys create a distraction so I can help sneak the Blacksmith out of here and help her back to Ever After."

"Alright. But let's hurry. It looks like it might rain soon."

"Right. Come on." Hazel said before leading the way with the others following.

Fifteen Minutes Later

"Alright. We're almost there." Hazel said as they turned a corner and continued forward.

"And then we will create a distraction so you can escape with The Blacksmith and help her back to Ever After." Pietro said. After agreeing to come with Hazel to the nearest Atlas base, Pietro asked Hazel if he could fill him in on everything else he knew. And what he learned only ensured him that not telling Ironwood or Ozpin about the Blacksmith was the right thing to do.

"What will you do afterward?" The Blacksmith asked.

"Come back here and try to find a way to help Ironwood and Ozpin capture Cinder and then Salem."

"And then?" Penny asked.

"Try and lay low somewhere until the heat dies down. I'm still a wanted man, after all. And once everything calms down, I guess I'll just live my life."

"Well, hopefully that all works out." Pietro said.

"Hopefully." Hazel said with a shrug.

"Too bad none of you will live to see that day." A voice said. Turning around, they came face-to-face with a fair-skinned young woman with ashen-black hair and amber eyes with hair that covered her left eye.

"Cinder." Hazel growled. "Get behind me."

"I knew I should have eliminated you when I had the chance. Be glad Salem stopped me when we had more important things to do than chase down traitors." Cinder taunted, slowly walking toward them.

"Yet you didn't. And because of your failure, you lost Tyrian, Merlot, and Watts."

"They were expendable. And a nuisance."

"Like you. Salem would get rid of you once she achieves what she wants."

"I doubt that. And even if she tried to, I would have had everything that I wanted."

"Except when knowing when you are being tricked or when to shut up." Hazel said, causing Cinder to growl.

"Either way. By the end of the day, Salem will have what she wants."

"What does she want?" Pietro asked.

"You, your daughter, and this amalgamation that I can only presume is from Ever After."

"Does your master even know what Ever After is?" The Blacksmith asked.

"She does. I don't. But I don't care. Whether you like it or not, you're coming with me." Cinder answered.

"Not without a fight." Hazel warned.

"Hmm. Are you sure, Hazel? I can defeat you rather easily." Cinder asked, smirking. However, before Hazel could say something, a new voice spoke up.

"True. But why make it quick?" The voice asked. Turning to it, everyone, even Cinder, became surprised by what they saw.

"Um. Who or what are you?" Cinder asked, confused.

The figure that spoke was... strange, to say the least. They could not make anything physical about him/her. And the reason was that the figure was wearing armor. It was wearing what looked like an experimental, green battle armor suit with a tinted yellow visor covering the face. Yet, despite seeming experimental, they could tell it was heavily used already. It had numerous bullet holes, scratches, burns, marks, and dents all over. However, what put them off the most was the size of some of the bullet holes. Some of them were about the size of a circle you make with your finger and thumb. He/she also had a utility belt on their waist, with some bullets and dust sticking out of some.

"Seriously. You have them cornered. Why rush it?" The figure asked.

"Seriously. Who are you?" Cinder asked, annoyed.

"I'm just a random passerby. But if you must know my alias, I am Lucius Killian." The figure said. Yet, for some reason, everyone felt like the person was lying. Then again, it was an alias.

"Twilight Warrior. Weird choice for an alias." Cinder said.

"Not the weirdest, though." Hazel commented, causing Lucious to shrug.

"So, what do you say? Care to drag their demise out?" Lucius asked.

"Well. It depends on the person, really. Sometimes, I like dragging out their demise, seeing their life force drain out of them. But other times, I like to be swift." Cinder said.

"Who said it can't be both?"

"That's not possible." Pietro said.

"Yes. It's either prolonged or slow and drawn out." Cinder said.

"I didn't think I should have to explain it to you. How about you and me duel? It would show them that even while distracted, you're still in charge of everything. And that if they try anything, you could end them in one swift move." Lucius explained while subtly motioning for the others to go along. However, Pietro, Penny, and the Blacksmith missed. Thankfully, Hazel caught it and understood it.

"True. It would give them a sense of foreboding death." Cinder said, smiling.

"And if you win, you can continue in the tournament. And who knows, you can even face Ozpin himself. Maybe you can even force him to tell you where the Fall Maiden is."

"Again. True. But what's stopping me from just taking it from you?"

"Well, what they purposefully didn't tell you is that all the duels are being tracked, monitored, and recorded. And they would know if someone was forced to give it up, which would alert the whole town. I know you can take on a few students, but not all the guards, Atlesian Knights, experienced huntsmen, and paladins roaming the streets. Plus, the whole place is locked down. No one can get in or out without being spotted. And you know this."

"Augh. I forgot about that. So, let's just get this duel over with." Cinder said as she and Lucius activated their duel disks.

"Alright. Coin flip or high roll?"

"Let's go with a high roll. I'm feeling lucky."

'That will soon change.' Lucius thought as they had two pairs of dice appear. They rolled and landed on an eleven and five. "I'm feeling gracious today. I'll let you go first."

"That was your first mistake. Being gracious is your second." Cinder said as they drew their cards.

"We'll see."

"We shall indeed. I'll start by activating Hand Destruction. We each send two cards to the graveyard and then draw two cards." Cinder said as she discarded Darklord Superbia and Darklord Edeh Arae.

"Alright." Lucius said as he discarded White Dragon Wyverburster and Black Dragon Collapserpent before drawing two cards.

"Now, I will use Darklord Contact to special summon Darklord Superbia from my graveyard in defense position. And Darklord Superbia lets me special summon Darklord Edeh Arae from my graveyard in attack position. Then, I will activate my Field Spell: Magical Meltdown. This card lets me add Aleister the Invoker from my deck to my hand. Plus, it protects anything that brings out fusion monsters."

A contract with a pen to the side appeared in front of Cinder. She then took it and signed her name with the pen. Then, a dark light appeared from above Cinder, with both Darklords arriving on the field. Then, a large red circle with a strange, almost demonic symbol appeared beneath Cinder's feet. It began to cackle with electricity as a figure slowly ascended from it. And once it finished ascending, the figure revealed itself to be Aleister the Invoker, who opened his book to read a spell that would cause him to become a card in Cinder's hand.

'Ah. The Fallen Angel Archetype and Invoker Archetype. Fitting considering who Cinder is.' Lucius thought.

"Now, I will tribute summon Darklord Desire using Darklord Superbia. Then, I will activate my spell card: Invocation. After all, gaining forbidden knowledge is never bad. And I will use that forbidden knowledge to bring out Invoked Caliga using Aleister the Invoker and your Black Dragon Collapserpent from your graveyard."

A dark cloud descended upon Darklord Superbia. The darkness seemed to overwhelm it and cause it to painfully mutate and transform. Soon, the darkness left to reveal Darklord Desire. Then, Aleister the Invoker read from his book that caused Black Dragon Collapserpent to arise from the graveyard. Aleister then smirked before reading a different inscription, which caused his symbol to appear on Black Dragon Collapserpent's chest. It screamed in pain as it slowly sank into the ground because of the symbol. Then, out came a red demonic hand. It slammed onto the ground as Invoked Caliga pulled himself out of the ground. Satisfied, Aleister the Invoker left the field.

"Now, I will use Invocation's second effect. By returning a banished Aleister the Invoker to my hand, I get to return Invocation to my deck. And I will end my turn." Cinder said as she added Aleister the Invoker to her hand.

"My turn." Lucius said as he drew his card. "Let me ask you this, Cinder."

"Ask me what?"

"Do you like seeking forbidden knowledge?"

"Of course."

"By any means?"

"Yes." Cinder said, rolling her eyes. However, she froze by what Lucius said next.

"Even if it means killing people who trained you and even saw you as a daughter like Rhodes?"

"How do you know that bastard's name?" Cinder growled.

"Doesn't matter. But since you like obtaining forbidden knowledge, having something else that is forbidden. I activate the spell card: Book Eclipse. I flip all face-up monsters to face-down." A mystical book with strange hieroglyphics appeared in front of Lucius. He opened it and read a few lines from it, causing all of Cinder's monsters to go face-down.

"You'll answer how you know that guy's name or else."

"If you win this duel." Lucius said, unfazed by the threat.

"I will since I will be getting to draw cards at the end."

"Doubtful. I will now activate my Field Spell: Gateway to Chaos. And on activation, I get to add Black Luster Soldier - Super Soldier from my deck to my hand." A bright star appeared high behind Lucius that slowly descended until it was on the ground. But then it opened up to reveal that it was a pathway. A warrior's shout was soon heard as Black Luster Soldier - Super Soldier charged through the pathway before exiting and then transforming into a card in Lucious's hand. "Next, I will use Foolish Burial to send Super Soldier Soul from my deck to the graveyard. I will then banish Super Soldier Soul to add Beginning Knight from my deck to my hand. Now, I will activate the Ritual Spell: Super Soldier Synthesis! I will use it to Ritual Summon Black Luster Soldier - Super Soldier by sending Beginning Knight from my hand and Evening Twilight Knight from my deck to the graveyard."

A goblin appeared on the field, went to Lucius's graveyard, and placed a set of intricate warrior armor on top of it. But as he left, Beginning Knight arrived and donned the armor before heading to Lucius's hand. Then, Black Luster Soldier - Super Soldier roared as he appeared on the field with Beginning Knight and Evening Twilight

Knight next to him. They then bestowed Black Luster Soldier - Super Soldier with his armor and his weapon.

"And because I used Beginning Knight and Evening Twilight Knight for his ritual summon, he gains three additional effects. Since Beginning Knight was in my hand when this happened, Gateway to Chaos gets a counter."

"What's the point of bringing out a high-attack monster if it can only attack once?" Cinder asked.

"That's because when light and darkness intertwine, Black Luster Soldier gains the ability to attack again when he destroys a monster."

"That won't make much of a difference. I will still be unscathed since I have three monsters." Cinder said, smirking.

"Thanks for reminding me. Black Luster Soldier - Super Solider, use Chaos Banishment on the set card on the right. Then use Light Release on a card in her hand."

Raising his sword, Black Luster Soldier - Super Soldier roared before slamming his weapon on the ground, sending an attack toward the set monster. Once the attack reached it, the card flipped up to reveal Invoked Caliga, who let out a pained scream as light and chaos energy trapped before destroying him. With Invoked Caliga gone, Black Luster Soldier - Super Soldier aimed his sword at Cinder before causing some beams to be fired from his sword at her hand. The result was her Invocation being banished until her next end phase.

"Now, the battle phase. Because I used Beginning Knight in the Ritual Summon, Black Luster Soldier - Super Soldier gets to attack again after destroying your monster. Not only that, but he can inflict you damage after destroying your monster. Now, Black Luster Soldier - Super Soldier, Chaos Blade Attack!"

Once again, Black Luster Soldier - Super Soldier raised his sword before charging at Cinder's monsters. He then swiped at Darklord Desire, destroying him before attacking Darklord Edeh Arae. Both monsters exploded, with the blast force dealing damage to Cinder, causing her life points to drop to 2700.

"Tell me, Cinder. Was it worth it? Killing all those innocent people in cold blood." Lucius asked as Black Luster Soldier - Super Soldier returned to his side of the field.

"Yes. All those people deserved it, especially if it meant I could finally get closer to achieving what I always wanted. Power and everyone fearing me." Cinder answered.

"Doubt some innocents like Amber deserved it. But others, like your Stepmother, Stepsisters, and the people who worked at the Glass Unicorn, did deserve it."

"How did you know that? How did word about that get around? I thought I erased all traces about me and my past."

"You did. And I am genuinely impressed by how well you did it."

"Then how did you learn about it?"

"You erased your *PAST* there. You didn't erase everyone else's, nor the people who stayed there. And from their dying lips did I learn everything."

"It seems like you're also a killer."

"You could say so."

"Kind of hypocritical lecturing me about this when you have done the same."

"As I said, when light and darkness intertwine, amazing things can happen, and so can anything."

"What the fuck does that mean?"

"I still have lightness in me, and the darkness helps me accomplish things for the betterment of everyone. You cause pain to gain power and have others fear you. You have no light left. You're a fallen angel."

"Shut it and finish your turn."

"I end my turn."

"My turn. I draw. Okay. I will activate Pot of Desires to banish ten cards from my deck to draw two cards." Cinder said as Pot of Desires appeared on the field. Two cards came out the top before heading toward Cinder's hand. "Next, I will activate Pot of Extravagance to banish six cards from my extra deck to draw an additional two cards."

"Once I give the signal, we run." Hazel whispered to the others.

"Do you know who that is?" Pietro asked.

"No. I don't know who that is. All I can assume is that the Brothers sent him to give us a chance."

"I doubt it was the Brothers either." The Blacksmith said.

"Either way. Once I give the signal, run and don't look back."

"Wait. I got my signal back. I can contact General Ironwood." Penny said.

"Alright. Do it. But do it quietly."

"Now that I have a new hand, I'm going to make you pay." Cinder said as she looked over her new cards. "Now, I will activate Banishment of the Darklords to add Darklord Morningstar to my hand. I will summon Indulged Darklord. Her effect lets me add

Darklord Marie from my deck to my hand while you get Darklord Nurse Reficule."

"Fine." Lucius said as Darklord Nurse Reficule appeared on his side of the field while Indulged Darklord landed on Cinder's side of the field while guiding Darklord Marie to her hand.

"I will set on card and end my turn. And since it's my end phase, I get to add Invocation back to my hand."

"My turn. I draw." Lucius said. "Main Phase. I will-"

"At the start of your main phase, I will activate my face-down card: Darklord Uprising. By sending Darklord Superbia, I gain its life points while being able to Fusion Summon The First Darklord! And because I used Darklord Morningstar, I get to destroy all cards you control."

Despite there still being daylight, a large, menacing figure appeared in the sky and blotted out the sun. It then spread out all eight of its black wings before raising a sword to the sky. It then flew down and crashed into the field, creating a shockwave that destroyed all of Lucius's cards. Darklord Maria then appeared and healed Cinder for 2900 life points, bringing her back to 5600.

"Try to come back from that!" Cinder smirked as her monster aimed his sword at Lucious while having a devious grin on his face.

"Your lust for power has really clouded your mind, Cinder." Lucious sighed. "Because Black Luster Soldier - Super Soldier was sent to the graveyard by a card effect, I get to special summon Soldier Gaia the Fierce Knight from my deck. And his effect changes your monster to defense position."

From the armor that remained of Black Luster Soldier - Super Soldier, Soldier Gaia the Fierce Knight appeared and used it as his own. Then, he threw his spear at The First Darklord, forcing him to take a kneeling position while using his sword to protect himself.

"I'm not afraid. My monster is stronger than your pitiful Gaia." Cinder mocked.

"Because you activated your monster's effect during my main phase, I get to activate Triple Tactical Talents to draw two cards." Lucious said as Gaia turned around and gave him two new cards. "Now, I will banish Beginning Knight and Evening Twilight Knight to summon Black Luster Soldier - Envoy of the Beginning. And since I banished those two, I get to add Black Luster Soldier - Legendary Swordsman and Super Soldier Ritual to my hand. However, those two knights won't stay gone for long. Because I have Envoy of the Beginning, I can activate Primal Seed to add them to my hand."

A ball of light and a ball of darkness appeared from Lucius's graveyard and flew onto the field. They then merged to form into Black Luster Soldier - Envoy of the Beginning. Envoy of the Beginning then used his sword to bring back Beginning Knight and Evening Twilight Knight. Once they returned, they gave Lucius his cards before going to his hand as well.

"Next, I will use Super Soldier Ritual to Ritual Summon Black Luster Soldier - Legendary Swordsman with my two knights again. And Legendary Swordsman will gain their additional effects."

Two altars and two ritual candles appeared before Lucius. Then, Beginning Knight and Evening Twilight Knight appeared on both altars in a kneeling position. They closed their eyes as they turned to energy, with the energy being used to open a portal. And from that portal, out came Black Luster Soldier - Legendary Swordsman.

"You went through all that for nothing. My The First Darklord is still stronger and immune to targeted effects." Cinder said, smirking. "And on my next turn, he will destroy your Soldiers."

"The Battle Phase. My Black Luster Soldier - Envoy of the Beginning will attack your The First Darklord. But he won't be doing it alone. By discarding Envoy of Chaos, I get to give Black Luster Soldier - Envoy of the Beginning an additional 1500 attack points."

Raising his sword, Black Luster Soldier - Envoy of the Beginning had it absorb both the darkness and light, making it grow brighter and sharper. Then, Envoy of Chaos appeared and had his energy absorbed into the sword. Opening his eyes, Black Luster Soldier - Envoy of the Beginning charged at The First Darklord and swiped at him with all his might. The First Darklord tried with all his might to block it, but it was too much. The Black Luster Soldier - Envoy of the Beginning slew him and absorbed his life force into his sword before returning to Lucius's side of the field.

"I set one card and end my turn."

"You're not going to continue to attack?" Cinder asked, confused.

"No."

"Big mistake. My turn. I draw." Cinder said, drawing her card. "Well. This is an interesting card. First, I gained 200 life points because Darklord Marie is in my graveyard. Next, I will activate Brain Control and target your Black Luster Soldier - Envoy of the Beginning!"

"And I will counter it with my countertrap card: Super Soldier Shield!" A brain appeared on the field with two ghost hands on either side. They reached forward and tried to grab Black Luster Soldier - Envoy of the Beginning's head. However, he merely smacked it away before using his sword to destroy the brain.

"Damn it. And I lost some life points because of that." Cinder growled. "I end my turn."

"My turn. I draw." Lucius said as he drew his card.

"Don't even bother with your Main Phase. Just have your monsters finish me off." Cinder growled.

"You are not worth their attacks. Besides, you won't even learn from it."

"What do you mean? What are you getting at?" Cinder asked before smiling. "Are your forfieting?"

"No."

"Then what are you getting at?"

"I have something better in mind. I will tribute my Black Luster Soldier - Envoy of the Beginning, Black Luster Soldier - Legendary Swordsman, and Soldier Gaia the Fierce Knight to bring something else out."

"Another monster?" Cinder asked.

"Oh, it's not a monster. It's a GOD!"

"A GOD?" Cinder asked, surprised. However, her surprise turned to fear when Lucius's monsters smiled before transforming into gold balls of energy that flew to create one massive one.

"ALL MIGHTY PROTECTOR OF THE SUN AND SKY! I BEG OF THEE, PLEASE HEED MY CRY! TRANSFORM THYSELF FROM AN ORB OF LIGHT AND BRING MY VICTORY IN THIS FIGHT. I BESEECH THEE, GRACE OUR HUMBLE GAME, BUT FIRST I SHALL CALL OUT THY NAME: THE WINGED DRAGON OF RA!"

"W-what is happening?" Cinder asked, terrified.

A growl was heard from the ball of light as it solidified. Lines appeared all over it, with some parts catching on fire. Then, it unfolded to reveal a massive dragon that easily dwarfed the Monstra Grimm. The monster let out another roar as its shadow blanked the field. Yet, all darkness went away when the monster had the fire spread to its entire body. It was now so bright that Cinder her to shield her eyes. Sweat dripped from her forehead, but from fear or the heat, she did not know. But she felt more inclined to say fear when the monster's eyes suddenly glowed red before bearing its

teeth at her. It then let out a roar so loud that she almost lost her hearing.

"Now, the Winged Dragon of Ra's effect activates. I can pay life points so that I only have 100 left. That means that Ra now has 7900 attack points." Lucius said as his life points dropped to 100. "NOW! THE WINGED DRAGON OF RA WILL ATTACK WITH DIETY BLAZE!"

"AAAAHHH!" Cinder screamed as Ra breathed fire at her. And despite being a hologram, the attack felt real. The pain and burning it caused was enough to cause her aura to flare a few times before failing. It got to the point where it was too much, causing Cinder to pass out while her life points dropped to zero.

"Good riddance." Lucius said as the duel disks deactivated, with Ra leaving as well. Turning to the side, he was glad to see Pietro, Penny, Hazel, and the Blacksmith had taken his hint and had left during the duel while Cinder was distracted. And the sounds of footsteps and thrusters told him that they had sent a message to Ironwood about Cinder. "I better get out of here, especially since it seems like it's going to rain. The damn suit might be bulletproof, but it ain't waterproof."

Meanwhile

"What was that?" Velvet asked as they shielded their eyes when a bright flash appeared in the sky.

"I don't know." Pyrrha said as the light died down.

"It's probably something that Atlas is working on in case a big Grimm decides to attack." Jaune lied. In truth, he recognized the light as the attack from The Winged Dragon of Ra. And from how bright it was, he could tell that Ra was not happy with someone.

"What makes you say that?" Velvet asked.

"I overheard some of the guards talking about it."

"Makes sense they would test now since it would be easy to evacuate a small number of people, especially since numerous bullheads are here, ready for emergency take off." Pyrrha said.

"True." Velvet said. "Anyway. Let's continue looking for someone for you to duel, Jaune."

"Right. I just need two more Locator Cards, while you two need only one more. Then, we can all move on to the next round." Jaune said.

"Hopefully, we can find one before it rains." Pyrrha said, looking at the sky and seeing numerous dark clouds.

"Hopefully."

"But that just means we get to go to our residence and cuddle a bit." Velvet said before whispering to Pyrrha. "Among other things."

"True." Pyrrha whispered back with a slight tint on her cheeks.

"That would be nice." Jaune agreed, missing the last parts.

"Excuse me. Are any of you still in the tournament?" A voice asked.

Turning to it, the trio saw a semi-tall girl with blood-red shoulder-length hair, red eyes, and pale skin walking toward them. She wore a side slit dress, red slingback heels, and a ruby beads necklace. The girl also had crimson lipstick on, red eyeliner, vixen nail polish, and crimson teardrop earrings.

"Um. Yes. We are all still in the tournament." Jaune answered.

"Good. Can I duel one of you? Despite the tournament starting hours ago, I have yet to find a single one willing to duel me." The girl asked.

"Uh. Sure. Jaune here can duel you." Pyrrha said.

"Yeah. We've been looking for someone for him to duel since we already dueled earlier." Velvet added.

"But is he willing to duel?" The lady asked, looking Jaune up and down, causing him to shrink back while Velvet and Pyrrha glared at the lady. Luckily, it seemed more like she was just observing him rather than checking him out.

"Yeah. We can duel." Jaune answered, composing himself.

"Excellent."

"What is your name?" Pyrrha asked.

"Oh, right. Where are my manners." The girl laughed. "My name is Lilith Darkmore. But you can just call me Lilly for short."

"Alright." The trio said.

"What deck do you use, Jaune?" Lilith asked as they activated their duel disks before moving away from each other.

"I'm using a Noble Knight and Infernoble Knight hybrid deck." Jaune answered.

"Oh. It seems like our duel is going to be like one of those medieval stories about brave knights taking on monsters of the night since I use a Vampire Deck."

"Almost quite literally, since Jaune is our knight." Pyrrha whispered.

"And Lilith is wearing so much red; you might think it is because she is a vampire." Velvet added.

"Wow. It's been a while since I heard of that deck." Jaune chuckled.

"Eh, they kind of dropped off due to new meta decks being introduced to the game, like tearlaments. Not to mention, they don't

have any way to deal with certain decks. Especially not toxic decks like Mystic Mine Burn decks."

"True. And those kinds of decks are toxic. But they are not the worst out there."

"Stil. Anyway. Mind if we flip a coin to decide who goes first?"

"Sure. Do you want heads or tails?"

"Tails." After pressing the buttons, a coin appeared on the field. It flipped several times before landing on heads.

"I'll let you go first."

"Fine by me." Lilith said as they drew their cards. "Alright. I will start by activating Vampire's Domain. By paying 500 points, I get to normal summon an additional Vampire monster per turn. Next, I will activate the spell card: One For One. By discarding Vampire Retainer; I can special summon Vampire Familiar from my deck. And when Vampire Familiar is special summoned, I can pay 500 points to add Vampire Fraulein from my deck to my hand."

The sky suddenly turned red as the clouds departed to reveal a blood-red moon. Then, a cloaked figure with a massive scythe appeared on top of a nearby roof. A cat's meow was soon heard as Vampire Retainer jumped onto Lilith's shoulder. It hissed before jumping into the graveyard. Once it was gone, Vampire Familiar flew down to Lilith and 'bit' her neck before giving her Vampire Fraulein's card.

"Next, I will activate Vampire Retainer's effect. By sending Vampire Familiar to the graveyard, I can special summon Vampire Retainer from the graveyard. Then, when Retainer is special summoned, I can pay 500 life points to add Vampire's Desire to my hand. And I will activate Vampire's Desire's first effect. By targeting one face-up monster I control, I can send one monster from my deck to the graveyard as long as it is a different level. Then, I get to make the

targeted monster become that level. I will send Vampire Sorcerer while targeting Vampire Retainer."

Another meow was heard as Vampire Retainer climbed out of the graveyard. Retainer then pounced on Vampire Familiar and bit it, destroying it. Then, Reatiner went to Lilith and bit her to give her Vampire's Desire. Lilith took the card and activated it. A laughing sound was heard as the faint image of a vampire appeared behind Lilith. It laughed again before pointing forward, sending Vampire Sorcerer to the graveyard.

"Wow. She's already at 7000 life points just from those two effects." Velvet said.

"Yeah. That's a big price if you ask me." Pyrrha said.

"Perhaps she has a way to regain life points."

"Possibly."

"I will now set two cards and end my turn."

"My turn. I draw." Jaune said as he drew his cards. "I will activate the spell card: Heritage of the Chalice. This card lets me add Noble Knight Medraut from my deck to my hand. Now, I will Normal Summon Noble Knight Medraut. Next, I will activate Glory of the Noble Knights to equip Noble Knight Medraut with Noble Arms - Arfeudutyr. And I will then use Noble Arms - Arfeudutyr's effect to destroy your right set card."

The sound of armor clinging was heard as Noble Knight Medraut appeared and walked up to the field alongside Sacred Noble Knight of King Artorigus. Once on the field, Sacred Noble Knight of King Artorigus gave Noble Knight Medraut his crown and Noble Arms - Arfeudutyr, before leaving. Noble Knight Medraut twirled the sword before crossing to Lilith's field to destroy her set card.

"I'll chain it by activating it. I activate the trap card: Vampire Takeover. This card lets me activate the field spell Vampire Kingdom from my deck. It also lets me special summon Vampire Familiar from my graveyard. And since Familiar was special summoned, I'll pay 500 life points to add Vampire Vamp to my hand." Lilith said as her life points dropped to 6500.

After Noble Knight Medraut destroyed Lilith's card, the ground began to shake as a menacing kingdom with a castle on a hill rose from behind her. Vampire Familiar descended from the air to Lilith and took a bite from her neck before heading to the field. The gates of the kingdom then opened up to reveal Vampire Vamp. Vampire Vamp then walked seductively to the field and winked at Merdaut before going to Lilith's hand.

"Now, I will activate Noble Knight Merdraut's effect. If I control no other monsters, I can special summon Noble Knight Drystan from my deck. However, I will have to destroy Noble Arms - Arfeudutyr as a result. But it does not matter since Noble Arms - Arfeudutyr's effect lets itself attach to Noble Knight Drystan. And when Drystan is equipped with a Noble Arms equip card, I can destroy one face-up card on the field. I will destroy your Vampire Kingdom."

Adjusting his grip, Noble Knight Merdraut lifted Noble Arms - Arfeudutyr above his head and had it glow brightly before tossing it into the air. And as it came back down, Noble Knight Drystan caught it and used it to destroy Vampire Kingdom.

"Now, I will activate the spell card: Double Summon. Now, I will summon Infernoble Knight Ogier. When Infernoble Knight Ogier is summoned, he allows me to send Infernoble Knight Oliver from my deck to the graveyard. Then, because I control a Fire-Type monster, I can special summon Infernoble Knight - Renaud from my hand."

Gentle fluttering and footsteps were heard as Infernoble Knight Ogier appeared with different coloured fairies floating all around him. He smiled before having them guide Infernoble Knight Oliver to the

graveyard. While this happened, Infernoble Knight-Renaud came riding to the field on his trusty steed.

"While Infernoble Knight-Renaud has an effect that lets me add a FIRE Warrior monster or equip spell from my grave to my hand, I won't use it. Now, I will Synchro Summon Infernoble Knight Captain Oliver using Infernoble Knight-Renaud and Infernoble Knight Ogier. Then, I will use Infernoble Knight Oliver's effect from the graveyard. By sending Noble Arms - Arfeudutyr to the graveyard, I can attach Infernoble Knight Oliver to Infernoble Knight Captain Oliver to grant him targeted protection."

Moving to be next to him, Infernoble Knight-Renaud helped Infernoble Knight Ogier onto his steed before leaving the field. But as they left, Infernoble Knight Captain Oliver arrived to replace them. Then, Noble Knight Drystan threw Noble Arms - Arfeudutyr behind Infernoble Knight Captain Oliver, which Infernoble Knight Oliver caught before taking a kneeling position in the spell and trap card zone behind Infernoble Knight Captain Oliver.

"Now, I will build the Overlay Network to XYZ summon Sacred Noble Knight of King Custennin using Noble Knight Medraut and Noble Knight Drystan."

Taking out their swords, Noble Knight Medraut and Noble Knight Drystan clang them against each other before turning into bright stars. The stars flew into the sky before exploding, with Sacred Noble Knight of King Custennin landing on the ground a second later. He then took out his sword and aimed it at Lilith's monsters.

"Now, I will equip Sacred Noble Knight of King Custennin with Noble Arms-Excaliburn. Then, I will activate Sacred Noble Knight of King Custennin's effect. For every Overlay Unit I remove, I can return one card you control back to the hand. I will remove one to return Vampire Retainer to your hand. But due to its effect, it is now banished." Taking an Overlay Unit, Sacred Noble Knight of King Custennin used it to power his sword before having the power within it to return Vampire Retainer to Lilith's hand. But as the effect went

off, it let out a pained meow before vanishing in a puff of blood-red mist.

"Now the Battle Phase. I will attack your Vampire Familiar with Sacred Noble Knight of King Custennin." Adjusting the grip on his sword, Sacred Noble Knight of King Custennin charged to attack Vampire Familiar.

"Because you declared an attack, I will special summon Vampire Fraulein from my hand in defense position." Lilith said. An umbrella dropped from the sky. And right before it hit the ground, Vampire Fraulein caught it and opened it up before having the umbrella cover her as if to protect her.

"Because targets have changed, I will stop my Sacred Noble Knight of King Custennin's attack. Now, I will attack your Vampire Fraulein with my Infernoble Knight Captain Oliver. And when an attack is declared with him, I get to destroy one face-up card on the field and destroy it. I will destroy your Vampire Fraulein." Raising his sword, Infernoble Knight Captain Oliver sent a flaming strike that destroyed Vampire Fraulein. "And since targets have changed again, I will now attack your Vampire Familiar."

"GO, JAUNE!" Pyrrha and Velvet cheered as Infernoble Knight Captain Oliver destroyed Vampire Familiar.

'Thankfully, Vampire Takeover special summons in defense position.' Lilith thought.

"I end my turn." Jaune said.

"My turn. I draw." Lilith said as she drew her card. "Alright. I will activate Vampire's Domain to be able to summon an additional time this turn. Next, I will summon Vampire Ghost. His effect lets me send Vampire's Domain to the graveyard to add Vampire Voivode to my hand while also sending Vampire Retainer from my deck to the grave. Then I send Vampire Ghost to the graveyard to special

summon Vampire Retainer and use his effect to add Vampire Kingdom to my hand from my deck."

The figure on the rooftop raised his scythe to cause the moon to grow brighter for a few seconds before disappearing. Then, Vampire Ghost appeared on the field and cackled before vanishing after handing Vampire Voivode to Lilith's hand. Right after that, another Vampire Retainer arrived and bit Lilith's neck before giving her Vampire Kingdom.

"Now, I will activate my trap card: Vampire Awakening. This card lets me special summon Vampire Scarlet Scourge from my deck. And when he is special summoned, I can bring back Vampire Ghost from my field at the coast of a thousand life points. Now, by banishing Vampire Sorcerer from my graveyard, I get to Normal Summon a Vampire monster without needing a tribute. I will Normal Summon Vampire Voivode. And when he is Normal Summoned, I get to special summon your Noble Knight Medraught from your graveyard."

A bed appeared on Lilith's side of the field, with Vampire Scarlet Scourge on it. He then woke up from his nap and stretched before using his powers to bring back Vampire Ghost. Vampire Ghost then laughed before forcing Vampire Sorcerer from the graveyard to make room for Vampire Voivod, who then forced Noble Knight Medraught to Lilith's side of the field.

"Now, I will activate Vampire Kingdom before moving to the battle phase. My Vampire Voivode will attack your Infernoble Knight Captain Oliver, dealing you 1300 points of damage. Then, my Vampire Scarlet Scourge will attack your Sacred Noble Knight of King Custennin, dealing you 1200 points of damage."

Vampire Voivode picked up his trident before impaling Infernoble Knight Captain Oliver, destroying him. Then, Vampire Scarlet Scourge used his staff to bash and destroy Sacred Noble Knight of King Custennin. However, unlike Captain Oliver, the swords of Sacred Noble Knight of King Custennin remained and were picked up by Artorigus, King of the Noble Knights. Then, Noble Arms -

Arfeudutyr and Noble Arms - Excaliburn appeared before him, which he gladly took.

"When Sacred Noble Knight of King Custennin goes to the graveyard, I get to bring out another Noble Knight XYZ monster and attach him to the material. And when Artorigus, King of the Noble Knights, is summoned, I get to attach up to three different Noble Arms cards from my graveyard to him." Jaune explained.

"Alright. Since Vampire Ghost can't attack and the other monsters don't have enough attack, I will move to the Main Phase 2. I will Link Summon Vampire Fascinator using Vampire Voivode, Vampire Scarlet Scourge, and Noble Knight Medraut. When Vampire Fascinator is Linked Summon, I can special summon your Infernoble Knight Captain Oliver to my side of the field in defense position. Then, I will Link Summon Vampire Sucker using Vampire Ghost and Vampire Retainer. And Vampire Sucker's effect lets you regain Infernoble Knight Ogier."

All monsters on Lilith's side of the field, except Noble Knight Medraut, smirked before disappearing in a poof of red mist. And once the smoke cleared, Vampire Fascinator and Vampire Sucker appeared on the field. Vampire Fascinator then used her charming looks to lure a relucatance Infernoble Knight Captain Oliver to Lilith's side of the field. Then, Vampire Sucker used her power to have the fairies guide Infernoble Knight Ogier back to the field.

"When Infernoble Knight Ogier is special summoned, I can use his effect. I can send Infernoble Knight-Roland to the graveyard." Jaune said as Infernoble Knight Ogier had his fairies guide Infernoble Knight - Roland to the graveyard.

"Vampire Fascinator does have another effect, but it is pointless since it is the main phase, and I can't get rid of it. I end my turn." Lilith said.

"And on your end phase, Infernoble Knight - Roland lets me add Infernoble Knight Maugis to my hand."

"Come on, Jaune. You can do this." Pyrrha and Velvet cheered.

"My turn. I draw." Jaune said as he drew his card. "Okay. I will summon Infernoble Knight Maugis. And because I now control a Fire Warrior monster, I can special summon Infernoble Knight - Renaud from my hand. Now, I will Synchro Summon Infernoble Knight Emperor Charles using my three Infernoble Knights. But they won't be gone for long as I will equip all three to Infernoble Knight Emperor Charles."

Another horse neigh was heard, along with the sound of a horse galloping as Infernoble Knight-Renaud rode to the field with Infernoble Knight Maugis. Infernoble Knight-Renaud dropped off Infernoble Knight Maugis to a spell and trap card zone before doing the same, while Infernoble Knight Ogier moved to the last free spell and trap card zone. As they did this, Infernoble Knight Emperor Charles arrived on the field before unsheathing his sword.

"When Infernoble Knight Emperor Charles is equipped with an equip card, he gets to destroy Infernoble Knight Captain Oliver. Then, I will remove an Overlay Unit from Artorigus, King of the Noble Knights to destroy your Vampire Kingdom."

Artorigus, King of the Noble Knights grabbed an Overlay Unit to power his sword to destroy Vampire Kingdom. At the same time, Infernoble Knight Emperor Charles used his ability to destroy Infernoble Knight Captain Oliver as gently as he could.

"Now the Battle Phase. My Infernoble Knight Emperor Charles will attack your Vampire Fascinator while Artorigus, King of the Noble Knights will attack your Vampire Sucker. You will take a total of 1000 points of damage." Taking out their swords, Infernoble Knight Emperor Charles slew Vampire Fascinator while Artorigus, King of the Noble Knights took out Vampire Sucker, causing Lilith's life points to drop to 3500. "I end my turn."

"My turn. I draw." Lilith said as she drew her card. "I set one monster and end my turn."

"My turn. I draw." Jaune said as he drew his card. "I will activate Noble Arms - Arfeudutyr's effect to destroy your set card at the cost of reducing Artorigus, King of the Noble Knights's attack by 500 points."

"Alright." Lilith said as she sent Vampire Familiar to the graveyard. *'Yup. This is game.'*

"Now the Battle Phase. My monsters will attack you directly for 4500 points of damage." Jaune said as his monsters took out their swords and struck Lilith, reducing her life points to zero.

"Well, this was a nice match." Lilith said as they deactivated their duel disks.

"It sure was."

"Thanks for dueling me. Here's my locator card. Good luck." Lilith said before leaving.

"That was a great duel, Jaune." Velvet said as she and Pyrrha ran up to Jaune.

"We knew you would win." Pyrrha added.

"Thanks, you two." Jaune said, smiling, grateful that he had two caring girlfriends. "Now, we all just need one more Locator Card to advance."

"Yup. And then, if we're lucky, we will be in the finals." Velvet said.

"Yeah. But let's focus on the now." Jaune said before pulling Pyrrha and Velvet into a hug, which they immediately returned. However, they tensed up when they heard thunder.

"It looks like it's going to rain." Pyrrha said before perking up when the town's PA system turned on.

'Attention, Duelists. Our instruments have informed us that a heavy storm is brewing and will be here within an hour. Please finish your duels and report to your residents. The tournament will resume once the storm has passed.'

"Well, we should head back to your residence, Jaune." Velvet said while giving Pyrrha a knowing look, causing her to nod.

"Right. Hopefully, the storm won't last long." Jaune said.

"But if it does, we can sleep together tonight." Pyrrha said.

"Of course. Let's get going." Jaune said. Nodding, Pyrrha and Velvet grabbed his hands before heading to his residence.

Thirty Minutes Later

"There. The fire is roaring and should keep us warm." Pyrrha said as she finished creating a fire in the fireplace.

"This place is a lot more cozy than I expected." Velvet said, looking around the residence.

"It is. Anyway. I'm going to use the bathroom. And once I return, we can find a way to pass the time." Jaune said before heading to the bathroom.

"Are you ready, Pyrrha?" Velvet asked.

"Yes. Let's get ready quickly." Pyrrha said, nodding.

Five Minutes Later

SMUT WARNING!

'Man. Those pastries went right through me.' Jaune thought as he washed his hands. Yet, as he did, he couldn't help but think how Velvet and Pyrrha had been acting strange the past couple of hours. But he just shrugged and chalked it up to them being excited. *'Well,*

I'm glad they are having fun. But it looks like the tournament won't restart until tomorrow since it is already so late. And I doubt the storm will last only an hour or so. But that just gives us more time to cuddle.'

Turning off the faucet, Jaune dried his hands on a nearby towel before looking himself in the mirror. He then went to the door and opened it. But once Jaune did, he froze at what he saw. Well, to be more precise, at what he didn't see on his two girlfriends.

"Uh..." Jaune struggled to say as his blood rushed to his awakening erection.

"Hi, Jaune." Pyrrha and Velvet simultaneously said as they held on to the towels they were holding. But since he could see their smooth, toned thighs and dainty feet, Jaune could say it was a safe bet that they were not wearing anything else.

"Uh..." Jaune stuttered, feeling his erection throbbed in his pants.

"I think he likes what he sees." Pyrrha giggled.

"Just wait until he sees all of us." Velvet said.

"True."

"Shall we?"

"Yes." Turning back to Jaune, they gave him a seductive wink and smirk before letting their towels drop to reveal their sexy, jaw-dropping bodies with mouth-watering B and C cup breasts.

"W-wow. I... I... wow." Jaune said, shocked beyond belief at what was happening and what he felt was about to happen. Never in a million years did he think this would happen.

"I think he is too shocked to say anything." Velvet giggled.

"But I'm pretty sure none of us will be able to say anything soon." Pyrrha said.

"True, especially since we can see his carrot waking up and throbbing through his pants." Velvet said, licking her lips.

"Then let's get started."

Nodding, Pyrrha and Velvet moved to stand in front of Jaune, with Pyrrha pulling him into a lip lock. It started off as romantic and sweet but quickly turned erotic. Their mouths opened with their tongues moving to taste each other and fight for dominance. Jaune was stronger, but Pyrrha was more agile and faster. Soon, she dominated him and forced his tongue back into his mouth, where she excitedly roamed his mouth, committing all the crooks and crevices to memory. Their tongues danced as they swapped spit.

Meanwhile, Velvet moved to kiss his neck while lifting his shirt to explore her boyfriend's abs. While he wasn't as toned as some weightlifters, he still had more muscles and abs than his appearance might let on. The feeling of them underneath his fingertips caused immense arousal to spike through her. And the thought of having her hunk of a man on top of her, ravaging her, caused pussy to become wetter by the second while she let out some moans. But those moans grew in volume when her breasts brushed up against Pyrrha's.

MWAH Pyrrha and Jaune moaned as they separated.

"You have no idea how *LONG* I've been wanting to do that." Pyrrha said.

"I-I can imagine." Jaune said with a strained grunt as his pants got tighter due to his hardening cock.

"My turn." Velvet said.

Not giving him a chance to respond or catch his breath, Velvet grabbed Jaune's head and slammed their lips together. And unlike with Pyrrha, who started off sweet and romantic, it went straight to being lewd. Velvet immediately showered her tongue into his mouth, wrestling his tongue and quickly taking control. They both moaned as their tongues danced while Velvet pushed her body against him, having her breasts and diamond-hard tits grind against his clothed chest.

Seeing the erotic sight, Pyrrha moved behind Velvet and began massaging her breasts. The sudden pleasure from the spartan champion caused the bunny faunus to gasp in delicious pleasure. Yet, it was caught off when Jaune used the moment to shove his tongue into Velvet's mouth and clean out her oral cavity. The pleasure that was coming from the two others was so great that Velvet felt her eyes flutter shut as she focused on enjoying it while returning the kiss. Soon, they separated with a wet plop and a trail of saliva connecting their lips, which Velvet happily licked up and swallowed.

"Let's move on to the next course. I'm still hungry." Pyrrha said, eyeing Jaune with a predatory look as her arousal coated her legs.

"Me too." Velvet agreed.

Pushing Jaune to the bed, they forced him to sit down on it before kneeling before him. The new angle gave him an erotic sight that was forever burned into his memory. Pyrrha undid Jaune's belts while Velvet used her teeth to pull down his zipper. They then grabbed the hem of his pants and pulled it down, along his underwear, to reveal the prize that had been wanting to get their hands on and inside them all day.

"There it is." Pyrrha and Velvet said, gazing upon their lover's seven-inch, girthy cock.

The sight and smell sent them drooling while causing their sex drives to go into overdrive. Spitting into her hands, Pyrrha grabbed Jaune's

shaft and began stroking it up and down, soon finding her rhythm. Velvet, now feeling like she was in heat, leaned down and licked the tip a few times before gently suckling it. The taste was slightly bitter, yet the aftertaste still sent her senses reeling.

"Oh. Pyrrha. Velvet." Jaune moaned, feeling like he was in heaven.

Taking this as a sign that they were doing a great job despite never having done this before, Pyrrha and Velvet double-downed on their efforts. Pyrrha increased her hands' pace while Velvet increased her suction.

After a few moments, they figured it was time to move to the next stage. Tapping on Velvet's shoulder, Pyrrha had her let go of Jaune's cock with a wet plop. She then nodded, with Velvet nodding back. Giving Jaune's tip one last sloppy kiss before licking it, Velvet moved back. They then lifted their breasts and, wrapped the heavenly mounds around Jaune's shaft and started rubbing them up and down. The spit handjob from Pyrrha made their breasts slide up and the hot piece of man flesh easier.

The sensation of the soft mounds of flesh caused a spike of arousal to go through Jaune's body, setting his senses ablaze. Grabbing their breasts, Pyrrha and Velvet increased their pace while occasionally moaning when their nipples brushed against each other. Leaning their heads down, they both began licking the tip and cleaning off any precum that leaked out of Jaune's prick.

Unable to resist any longer and wanting a proper taste, Velvet pushed Pyrrha off before shoving all of Jaune's cock into her mouth in one go. She moaned as the taste of her man's dick assaulted her taste buds. Huffing but not wanting to be outdone or left out, Pyrrha got on all fours and moved her lips to her lover's sack. She gave it a few licks before taking one ball into her mouth. The musk of their man caused their arousal to drip out of them, creating puddles beneath them.

Increasing the suction of her mouth, Velvet massaged Jaune's cock with her throat muscles while relishing the taste. She then began bobbing her head up and down, taking him to the hilt before moving back up until only the tip remained in her mouth. She gave a few suckles before slamming down where his pubic hairs tickled her nose. Her tongue wasn't idle as she made sure to lick all off Jaune's cock and made sure not one spot wasn't coated in her saliva.

But Velvet nearly came right then and there when Jaune placed his hand on her head and gently grabbed her hair to control her pace. Moving her hands to his thighs, she let Jaune essentially face-fuck with his cock, and she loved every second of it. Closing her eyes, she relaxed as Jaune kept pushing her head down to where his cock hit the back of her throat, causing her to slightly gag before bringing her back up to the tip.

Meanwhile, Pyrrha continued licking and massaging Jaune's ball. She licked all around before taking one into her mouth and swirling her tongue around it while her other hand delicately massaged the other. Her nails scrapping his sac caused even more spikes of arousal to surge through Jaune, causing him to buck into Velvet's mouth, causing her to gag even more and get even more aroused.

Taking the ball out of her mouth, Pyrrha licked what little of her lover's cock wasn't going into Velvet's mouth. Glancing to her left, Pyrrha felt her gaze lock onto Velvet's swinging, heaving, firm breasts. Licking her lips, Pyrrha moved to take one of Velvet's tits into her mouth while massaging the rest of her breasts. Yet, she made sure to continue gently massaging and scraping her lover's balls.

"MMMMMHHHHH!" Velvet moaned as she felt Pyrrha suck on her left tit. Feeling her eyes roll into the back of her head, Velvet gave into the pleasure of her lover using her mouth to pleasure his cock while his other girlfriend serviced her breaths. Shoving her hand down, she began fingering herself to increase the pleasure. Her pussy gave no resistance as it was already sopping wet. Soon, the pleasure became too much.

"AAAAAHHHHHH!" Velvet moaned as she came after Jaune lifted her head off his cock while Pyrrha gave her breast one extra long suck. Once she came down from her, Velvet panted as she struggled to regain her breath.

"Now I get a taste of him." Pyrrha said.

Moving to a kneeling position while moving a strand of hair behind her ear, Pyrrha gave Jaune's now slick cock before giving the head a gentle kiss. Liking the bittersweet and exotic taste, Pyrrha gave the head a kiss and licked it before lowering her head. She then gave his cock a long, slow lick from the base to the tip, where she put it into her mouth. She gave a suckle before doing her best to suppress her gag reflex as she took as much of him in her mouth.

"Careful. Just do what you can. Don't hurt yourself." Jaune said.

Internally smiling at how caring their boyfriend was, Pyrrha took as much as she could into her mouth before gently moving back to where only the tip was in her mouth. However, she made a mental note to make a goal of being eventually to take all of her man's length in one go. But for now, she did what she could.

Closing her eyes, Pyrrha bobbed her up and down as fast as she could while holding the base. And every now and then, she would pull off and pepper it in wet, sloppy kisses before taking it back into her mouth. The precum lathering her tastebuds and the musk assaulting her nostrils caused Pyrrha to moan as she did her best to pleasure Jaune.

Finally recovering from her amazing orgasm, Velvet saw that Pyrrha was now blowing their man. But, like with Pyrrha, her eyes locked on a part of Pyrrha. And that was her dripping cunt. Wanting a taste, Velvet moved and began rapidly licking Pyrrha's wet pussy, lapping up all the leaking juices. After a few seconds, Velvet moved to insert her tongue into her Pyrrha's pussy.

Feeling the sensation of a spongy intruder in her most sensitive parts, Pyrrha moaned into Jaune's cock, causing delicious sensations of pleasure to go up Jaune's spine, causing him to moan too. Leaning his head back, Jaune let Pyrrha do her wonders while Velvet serviced Pyrrha's cunt. It was so much that Jaune's bucking into Pyrrha's mouth increased. But it was when he pushed her head down onto his cock and bucked into her mouth while Velvet continued licking while also adding her fingers did Pyrrha finally come.

"That-that was amazing." Pyrrha moaned as she rode out her orgasm while Velvet licked her lips.

"It was tasty as well." Velvet said, licking her lips. Yet, they did not stop their ministrations as Pyrrha pumped Jaune's shaft while Velvet massaged his balls. But it was when Jaune's bucking hips became erratic that they knew what was about to happen. And what he said next only confirmed it.

"I-I'm close." Jaune moaned.

Looking at each other, Pyrrha and Velvet nodded as the same idea came to their heads. Moving closer, they wrapped their breasts around Jaune's cock again and moved them up and down while licking the head whenever it popped out. Every now and then, their tongues would meet, which would lead to a sloppy kiss with Jaune's tip in between their mouths, causing him to experience new levels of pleasure. But it was when their tongues licked the tip before both gently sucking it simultaneously that caused Jaune's climax to finally come.

"I'M COMING!" Jaune shouted as he felt his orgasm hit him like a truck.

Letting go, Pyrrha and Velvet moved back while lifting their breasts and opening their mouths with their tongues sticking out. Jaune groaned as he felt his fertile Arc sperm travel through his shaft before shooting out of and landing on Pyrrha's and Velvet's breasts,

faces, tongues, hair, hands, and eyes. Bringing their tongues back into their mouth, they swished the cum into the mouth, committing the taste to memory. It was better than anything they had ever tasted, and they wouldn't mind having it every day.

Wiping the cum off their faces and hands, they lapped it up and swished it around before swallowing. Seeing that some of Jaune's cum were still on their breasts, Pyrrha and Velvet scooped some into their mouths before engaging in a steamy, erotic kiss. Their hands busied themselves with each others' breasts, massaging them and rubbing the remaining cum all over their breasts. Their tongues intertwined with Jaune's cum and each other's saliva mixing together, creating a new, tantalizing taste that they loved as their hands roamed each other's bodies before landing on each other's asses.

"Woah." Jaune said, recovering his breath from his mind-blowing orgasm. Hearing their lover, Pyrrha and Velvet smiled at him. But they licked their lips at what was standing at attention.

"I see you're ready for the main event, Jaune." Pyrrha said, smirking, already impatient to have it in her.

"We certainly are." Velvet added, licking her lips.

The foreplay and pleasuring her... lover's other girlfriend (What would that make her anyway? Would it make them girlfriends?)... was great, along with the pleasure Pyrrha gave her and she returned; Velvet was ready for Jaune to insert his breeding pole into her. But perhaps another time, Velvet and Pyrrha could talk about their status with each other since they are both in a loving relationship with Jaune.

"I am, too. But who should go first?" Jaune asked.

Pyrrha and Velvet looked at each other before shrugging. While some might want to be known as the one who took their lover's V-card, they both knew it didn't matter in the end, especially since they

both loved him, and Jaune loved them back just as much. So, they did a quick game of rock-paper-scissors to determine how goes first. And after several ties, Pyrrha won.

"I'll go first." Pyrrha said, happy, while Velvet brought a chair closer and sat in it.

Nodding, Jaune brought Pyrrha in for a gentle, romantic kiss that sent her heart soaring with love for the man whom she had fallen hard for. She truly believed she found her soul mate. Wrapping his arms around Pyrrha, Jaune separated and pulled her onto the bed before moving to be on top of her. They locked eyes and smiled before engaging in another steamy liplock. Their tongues battle for supremacy, with Pyrrha winning and earning the right to explore Jaune's mouth once more. Moaning as Pyrrha explored his mouth, Jaune grabbed Pyrrha's breasts and gently massaged them while occasionally twisting her nipples. Moaning and feeling herself getting wetter, Pyrrha began grinding her pussy against Jaune's shaft while her hands exploded his back and hair. Her fingernails left behind red marks, causing slight pain to Jaune that just edged him on further.

Meanwhile, Velvet busied herself by burying her fingers to her knuckles inside her wet cunt. Her other hand massaged her breasts and occasionally pulled and twisted her nipple while she moaned unashamedly at watching her partners go at it with more foreplay. It was greatly arousing. Yet, despite having already cum three times, Velvet was still incredibly horny. But Velvet knew that when mating season came around and she entered her heat cycle, she was going to take her partners around the world with pleasure. Biting her lip, Velvet continued watching while pleasuring herself with her hands, hoping to be able to recreate a fraction of what Pyrrha and Velvet were giving each other.

Moaning and finally separating, Pyrrha and Jaune locked eyes once more before sharing a quick kiss. Jaune then kissed down Pyrrha's body, past her perky nipples and making sure to give them some proper worship, past her tone stomach and all the way down to her dripping lips.

Taking a whiff and enjoying the scent, Jaune gave Pyrrha's lower lips a gentle kiss before delivering a long, slow, firm lick. The result was Pyrrha moaning to the high heavens. Wanting to hear some more, Jaune began lapping up her juices. It had an instant effect as Pyrrha began moaning like the bitch in heat she knew she was. The small, still rational part of her mind wondered if this was what Velvet felt like when she entered her heat period.

Yet, the rational part quickly shut down when Jaune increased his pace. And with each lick, his tongue pushed deeper and deeper until it entered her. He then began eating her out, enjoying her taste. But it was when Jaune started flicking her clit and occasionally moved to bite and roll it between his teeth did Pyrrha start bucking wildly.

"JAUNE!" Pyrrha screamed to the high heavens.

Reaching down, Pyrrha used her left hand on Jaune's head to force him deeper while her other hand massaged her breast. Seeing a chance to give some pleasure, Velvet moved in and kissed Pyrrha while rubbing her neglected breast. Pyrrha moaned from having three sources of pleasure being given to her. But soon, it proved too much, especially when Jaune began fingering her as he ate her out while their tongues wrestled. And after a few moments, she came.

"JJJJAAAAUUUUNNNNEEEE!" Pyrrha screamed as she rode out her climax, which lasted nearly half a minute. Calming down, Pyrrha panted, her luscious breasts heaving with each breath she took.

"Delicious. How was that, Pyrrha?" Jaune asked, moving to kiss Pyrrha on the lips.

"Amazing." Pyrrha smiled.

"I bet it was. But your partner is now ready for the main event, Jaune." Velvet said, back in her chair, already masturbating again. Nodding, Jaune gave Pyrrha a gentle kiss before lining his dick with her pussy lips. And just the tip touching her caused Pyrrha to moan deliriously.

"Tell me if you want me to slow down or if it becomes too much." Jaune said.

"Alright, Jaune. I trust you." Pyrrha said. Smiling at how much his partner trusted him, Jaune leaned down and gently kissed her.

Separating, they smiled once again as Jaune adjusted himself while propping himself up. He then grabbed his cock and lined it up with Pyrrha's slit. Looking back up, Pyrrha gave one final nod, which gave Jaune the go-ahead. Pushing his cockhead past her lips, Jaune slowly entered his girlfriend. With each inch that entered her, Pyrrha groaned as pleasured filled her body and dulled her mind. But she let out her sluttiest groan when Jaune finally fully sheathed himself inside of her.

'That's it! I'm finally connected with the one I love! We're finally making love!' Pyrrha thought, delighted.

Giving a moment for themselves to adjust, Pyrrha and Jaune engaged in another romantic make-out session. After a moment, Jaune felt Pyrrha bucking into him, telling him she was ready. Placing his hands on either side of Pyrrha's head, Jaune breathed out while slowly pulling out before slowly going back in. Pyrrha moaned as she felt her lover leave her before filling her most intimate parts with his girthy cock.

Wrapping her legs and arms around him, Pyrrha pulled Jaune close so she could kiss him while simultaneously making him go in deeper. Adjusting to the new position, Jaune kept thrusting into Pyrrha. Her velvety inners were almost beyond tight. The warmth, wetness, and how snug the fit was proved almost too much for Jaune to remain in control of himself. Yet, he resisted the urge to rut himself against Pyrrha and go wild for her sake.

In and out, Jaune pulled his cock, causing Pyrrha to experience pleasure beyond belief. And with each reinsertion, Pyrrha let out a gasp of pleasure as her lover stretched her out to her max. Their hands wander each other's bodies, committing all the curves to

memory. Her breasts rubbed against his chest with each thrust. They continued like this, making love like romantic lovers for another ten minutes before they felt their climax fast approaching.

"P-Pyrrha. I-I'm close." Jaune grunted through strained teeth as he continued going in and out of Pyrrrha.

"M-me too." Pyrrha struggled to get out.

"I-I s-should pull o-out."

"NO! INSIDE! I WANT IT ALL! IT'S SAFE!" Pyrrha shouted, not wanting Jaune to pull out. Using the last of her strength, she tightened her grip around Jaune while pulling him closer. While it wasn't a safe day, she wasn't going to take no for an answer. She wanted him to finish inside her. Let the consequences be dammed!

"I-IT'S TOO LATE! HERE IT COMES!" Jaune grunted before hilting himself to the base and cumming inside Pyrrha.

"YES!" Pyrrha moaned loudly, feeling Jaune's fertile rush to her fertile womb, which, in turn, helped her reach her own climax that lasted a full minute. Soon, they came dome from their high and smiled at each other. "That was..."

"Amazing." Jaune panted.

"It was." Pyrrha agreed. Yet, once she realized that Jaune was still hard inside her, she got a naughty idea. And the thought of Jaune filling her up again and possibly knocking her up filled her with excitement. But she wanted to try a new position. Grabbing Jaune's shoulders, she used her superior strength to flip them over where she was straddling his waist. "But I'm not done yet."

"Pyr?" Jaune asked, nervous and excited for what was about to happen.

"Sshhh. Don't talk. Just let me do all the work. You just enjoy." Pyrrha said with a wink.

Placing her hands on his chest and loving the firmness of his chest muscles, Pyrrha raised her shapely rear up until only Jaune's tip remained inside her. Then, with a smirk that could only belong to a vixen such as herself, Pyrrha sucked in a breath before slamming back down onto Jaune's cock, taking him the base in one go.

"MMMMHHHHH!" Both moaned.

Once she had adjusted herself to having Jaune's impressive length penetrate her, Pyrrha began bouncing up and down on it. Closing her eyes, she enjoyed the feeling of her man filling her up. Wanting to increase her pleasure, Jaune moved his hands to Pyrrha's toned ass and gave each cheek a firm slap. The result was Pyrhaa mewling in delight. Wanting to hear it again, Jaune slapped her ass again.

SLAP

"JAUNE!

SLAP

"JAUNE!"

SLAP

"JAUNE!"

"Yes. Keep slapping her ass, Jaune. Keep slapping Pyrrha's dirty, slutty ass." Velvet moaned, furiously fingering herself.

Panting, Pyrrha did her best to try and stay at least somewhat focused as she kept bouncing on her lover's tool. But the pleasure from having it spear her over and over again while Jaune slapped her ass made it challenging. As for Jaune, he continued to groan

each time Pyrrha took him to the base. The spongy feeling of her twat was indescribable.

Seeing her breasts bounce so near his face, Jaune leaned up and captured one of her tits in his mouth. Pyrrha groaned when she felt Jaune suck on her sensitive nipple. And she nearly screamed when Jaune took it between his teeth and gently bit it before nibbling. Giving her ass one last smack, Jaune grabbed each cheek before thrusting into Pyrrha as she came down onto him. This caused a new wave of pleasure as Jaune not only reached deeper inside her but also hit her G-spot. The newfound pleasure caused her tongue to roll out of her mouth as her eyes rolled into the back of her skull. She took on an ahegao expression as pleasure overwhelmed her mind.

Still holding onto her ass, Jaune kept thrusting into Pyrrha's sopping wet cunt. The sounds of their juices and hips slapping against each other reverberated around the room. Giving her breast one last, long, extra-strong suck, Jaune let go of her breast before looking at Pyrrha and loving the sex-dazed expression of hers. Leaning up, he captured her lips, which snapped her out of her trance. Pyrrha immediately returned the kiss while wrapping her arms around his hand. They continued like this for about another ten minutes, making out as Jaune thrust inside of her, holding her ass as leverage while occasionally slapping her ass, causing Pyrrha to moan into his mouth.

"I-I'm close." Jaune said as they separated.

"INSIDE!" Pyrrha demanded before returning to their make-out session.

Following her order, Jaune increased his pace as he kept thrusting inside her. He even hit the door to her womb a few times, causing Pyrrha to see stars. And after another few moments, they reached their climax. They groaned as they rode out their orgasms. The feeling of Jaune's seed filling her to the brim caused her to experience a second orgasm. It was so much that some of his cum seeped out of her pussy despite Jaune's cock acting as a makeshift

plug. With great reluctance, Pyrrha lifted herself off of Jaune's erection, causing a small amount of his cum to fall out of her. Not wanting it to go to waste, she scooped it up and ate it. The sight of it caused Jaune to get visibly hard again.

"I still have one last round in me, Jaune." Pyrrha panted, smiling.

"How do you want it?" Jaune asked, still feeling like he could go another couple of rounds. A small part of his mind wondered if it was because of his aura and how much he had of it.

"Well, it is more where than how. But I guess it can also be how." Pyrrha answered before getting on all fours. She then reached back to spread her ass cheeks, showing Jaune her entrance to her tightest of holes. "I want it here."

"Are you sure? I heard it could hurt a lot." Jaune asked. Yet, as he did, he moved to stand behind Pyrrha while stroking his cock. The sight of the Spartan's ass was so mesmerizing that he couldn't help but admire it before kissing it.

"Yes. I'm sure. I want it. And I want you to be the one to take my anal virginity." Pyrrha assured with a gentle smile that wiped away all of his concerns. Jaune trusted Pyrrha as much as she trusted him. So, if she wanted it despite the possibility of pain, he would gladly give it to her.

"Go on, stud. Take her ass." Velvet moaned, having now moved to where her chest was on the chair as she continued fingering herself, hoping to get some relief. She also felt like she was in heat.

Nodding, Jaune spat into his hand before using it to gently prod Pyrrha's asshole to give it some lubrication. While his cock was already slick with his and Pyrrha's love juices, some extra lubrication never hurt, especially when it meant it might reduce the pain she would soon feel. And even though it was only his fingers, Pyrrha couldn't help but moan at the sudden intrusion. Yet, she couldn't help but lick her lips in anticipation when Jaune would use his cock.

Once he felt that he had lubricated her asshole enough, Jaune grabbed his cock and pumped it a few times before leading the tip to Pyrrha's tightest of passages. He gently prodded her entrance a few times before slowly having just the tip enter. Pyrrha couldn't help but wince and groan in pain and pleasure once Jaune had entered her, despite it only being just the tip. They stayed like that for a moment, letting each other adjust to the new sensation. After a moment, Pyrrha began wiggling her hips, signaling Jaune to continue. However, he didn't do so right away. He was so entranced by Pyrhha's form, from her ass to her breasts, that he simply lost it.

"Jaune? Is everything ok-AAAAAHHHHH!" Pyrrha began, wondering why she didn't get a response. But she screamed at the top of her lungs when Jaune grabbed her ass again before burying himself to the hilt in one go.

"So tight." Jaune grunted with a strained face.

After a moment, Jaune finally got used to the feeling of his cock being inside Pyrrha's incredibly tight, almost vice-like passage. Yet, once he did, he felt something inside himself take over. Giving Pyrrha's ass one more slap, earning a throaty moan from her, Jaune went at it. Pulling all the way back, he rammed himself back in, causing ripples to go across Pyrrha's body while she was nearly thrown forward. Her breasts started moving back and forth in an almost hypnotizing movement. With each passing second, Jaune only increased the force behind his thrusts while picking up speed. Yet, despite Jaune going at it like a wild animal, Pyrrha loved every second of it.

"YES! JAUNE! KEEP GOING!" Pyrrha shouted, tongue sticking out. And she saw lights again when Jaune smacked her ass.

Obeying her command, Jaune smacked her ass before abandoning all caution to the wind. He adjusted his grip on Pyrrha's ass before increasing his pace. Back and forth, he rutted inside her, loving the feeling of her tight passage gripping his cock as if for dear life. Hearing her panting in deep arousal and seeing her sweaty form and

heaving breasts only spurred Jaune on. Soon, his thrusts and the pleasure she was feeling was to much that Pyrrha felt like her arms would give out soon.

However, her eyes widened when Velvet moved to be in front of her while cupping her chin. With a wink, Velvet leaned in and kissed Pyrrha on the lips with their tongues immediately dancing, causing Pyrrha to experience a new wave of pleasure from a different side. Yet, it didn't last long, as they soon separated. Opening her eyes, Pyrrha saw Velvet moving to lay on her back in front of her. And before she could say anything, Velvet grabbed the top of Pyrrha's head. Then, in time, with Jaune's rampant thrusting, pulled Pyrrha to her crotch.

"Oh. That's it." Velvet moaned when Pyrrha began to eat her out.

Groaning, Velvet let her head fall back onto the bed as she kept Pyrrha's head pressed against her crotch. Meanwhile, Jaune kept thrusting into Pyrrha with renewed vigor at the incredibly hot sight of his girlfriend eating his other girlfriend out. As this happened, Pyrrha was enjoying the feeling of being double-teamed. The sensation of Jaune's cock drilling into her ass, rearranging her guts, and the taste of Velvet's juices titillated her senses. They continued like this for another ten minutes they're limit fast approaching.

"I'M CLOSE!" Jaune warned, still hammering away at Pyrrha's ass.

"ME TOO!" Velvet moaned. Yet, she screamed as her climax came when Pyrrha bit her clit before giving it a strong suck.

Seeing that Velvet was done for the moment, Jaune reached forward, grabbed Pyrrha's neck, and pulled her up so her back was against his chest. They then engaged in a steamy kiss, with Jaune's hand remaining on her throat while his free hand massaged her breast. Yet, he did not stop his thrusting. But it was when Jaune moved his hand from her breast and flicked Pyrrha's clit did the damn's finally break.

"JAUNE!" Pyrrha screamed as she came.

And as Pyrrha did, Jaune hilted himself to the base inside of her before letting his climax hit him full force. They stayed like that for a full minute as Jaune emptied his sperm into her bowls. Once they finished, Pyrrha looked at him with tired, dreamy eyes before kissing him one last time. And once they separated, she fell to the bed with a happy, fucked crazy expression on her face and passed out. Cum seeped out of her freshly fucked cunt and ass.

"Wow." Jaune panted, taking in the sight as he moved to sit on the edge of the bed.

Yet, he didn't get a chance to take a break.

"My turn." Velvet said with a predatory grin.

Getting up from the bed, Velvet walked over to him with a seductive sway of her hips before pulling him in for a tongue-coiling erotic kiss. She then grabbed the back of his head to deepen the kiss while grabbing his still hard-as-steel cock and giving it a few pumps. Even though his eyes were closed as he enjoyed the kiss, Jaune could tell Velvet was incredibly horny from how her juices seeped out of her pussy and onto his legs. Separating, Velvet smiled before moving to staddle his hips with her sopping cunt hovering right above his erection.

"Velvet. Let's take it-"

Jaune never got to finish his sentence as Velvet dropped onto his cock, taking all of him in one go. She then released the sluttiest moan he had ever heard. And Jaune couldn't help but groan as well at Velvet's tight passage. Opening his eyes, Jaune saw Velvet looking at him with a sex-obsessed expression. She then grabbed him and pulled him into another kiss before rapidly bouncing up and down on his cock.

Getting the hint that she wanted to just go it like wild animals, Jaune wrapped one arm around her and pulled her close while his other hand grabbed her toned ass. While not as toned as Pyrrha's, it held just the right amount of softness and firmness that made him want to hold onto it forever. With his new grip, Jaune began thrusting against Velvet's rapid bouncing.

The sounds of their lovemaking reverberated around the room. The squishing and squelching sounds were almost deafening as their hips slammed against each other, with their juices flying everywhere. Moaning into the kiss, Jaune felt himself get harder as Velvet's tits rubbed against him. Wanting to maximize her pleasure, Jaune reached up and started rubbing her rabbit ears.

"MWAH! JAUNE! KEEP DOING THAT!" Velvet moaned, temporarily breaking away before resuming the kiss.

Internally nodding, Jaune continued massaging her ears while going against her bounces to increase their pleasure. But it was when Jaune pulled her closer to him did the new angle caused him to hit her G-spot. That was enough to send Velvet over the edge. Yet, she did not stop her rapid bouncing. In fact, she only increased her pace. To match the pleasure she was giving him, Jaune moved his hand to finger her ass. The result was immediate as Velvet's bouncing became more frantic. They kept like this for another few moments before Jaune felt another of his orgasms fast approaching.

"Velv. I'm close!" Jaune warned.

"INSIDE!" Velvet screamed before slamming her lips against his.

No longer caring at this point, Jaune slammed into Velvet's cunt as hard as he could while making sure his fingers went as deep as possible inside her ass. After another few thrusts, Jaune finally came and delivered a healthy deluge of fertile Arc sperm into Velvet's waiting depths.

'I'm sure Jaune would make a great father.' Velvet thought as they separated.

"That was something." Jaune panted.

"I'm not done yet. I hope you can still go." Velvet said.

Getting up, she felt some of the warmth leave her as a lot of Jaune's sperm dripped from her cunt. Turning around, Velvet spread her ass cheeks to show where she wanted Jaune to insert his breeding tool next. She then shook it to entice him. However, Jaune did something that Velvet wasn't expecting.

"YIP!" Velvet squealed when Jaune suddenly got up and moved to pick her up by her legs.

Jaune didn't know what happened, but he felt something inside himself snap when he saw Velvet's tight asshole on display for him. He immediately moved to pick Velvet up by her legs. Then, before she could say anything, Jaune plunged his cock to the base inside of Velvet's ass in one go.

"AAAAHHH!" Velvet moaned, her tongue rolling out as she gained an ahegao face.

Adjusting his grip on Velvet's smooth, creamy, toned thighs, Jaune began thrusting into her. But unlike with Pyrrha, he did not start slow. He immediately went it with as much force and speed that he could muster.

"YES! KEEP GOING!" Velvet shouted.

Straining his face, Jaune kept fucking Velvet's ass. Soon, he began to alternate between dropping her onto his pick and thrusting into her. Turning as much as she could, Velvet engaged Jaune with another steamy, erotic kiss. They kept at this for another few moments, with Jaune embedding himself into Velvet's ass. He then

adjusted himself to where only one arm was holding her up beneath her legs while his free hand massaged her breast.

"JAUNE!" Velvet screamed as she came the hardest in her life.

However, Jaune didn't reach his climax yet. Wanting to change positions, he moved to the wall and placed Velvet on her feet, had her place her hands on the wall, and pushed her forward before resuming fucking her ass. Yet, her arms quickly gave out from her lover's thrust, forcing her to the wall with her breasts swinging freely.

"SO TIGHT!" Jaune grunted as he kept rutting furiously against Velvet's ass. He then raised his hand and slapped her pale ass.

SLAP

"YES!"

SLAP

"KEEP GOING!"

SLAP

"MORE!"

SLAP

"MORE!" Velvet moaned deliriously as pussy squeezed against nothing. "KEEP GOING!"

"Yes, Jaune. Keep going." Pyrrha encouraged.

Moving to his side, Pyrrha pulled Jaune into a loving liplock that lasted a full minute. They separated and smiled at each other before leaning their foreheads against each other. Then, Pyrrha moved to Velvet's side before making her look at her. And before Velvet could attempt to say anything, Pyrrha shoved her tongue deep into Velvet's mouth, causing the both of them to moan. Their tongues swirled in

each other's mouths as Jaune continued hammering away at Velvet's ass.

After a moment, Pyrrha pulled away, leaving a sex-dazed Velvet in her wake. She then moved downward to Velvet's crotch. Pyrrha gave it a kiss and enjoyed the taste of Velvet's juices mixed with her lover's sperm. Giving it a long lick, Pyrrha then began eating Velvet out.

"AAAAHHH!" Velvet screamed from the double assault of pleasure.

Turning around, Pyrrha continued eating Velvet out while moving her hand to massage one of Velvet's breasts. Then, after a moment, she inserted her tongue into Velvet's depths. Velvet moaned at the spongy intrusion into her most sensitive depths. Her face was now pure ahegao as her mind struggled to do anything aside from breathing and focus on the pleasure she was receiving. They stayed like this for another few moments before Jaune's thrusts became erratic.

"I'M CUMMING!" Jaune screamed as he came one last time into Velvet's anal passage. And the feeling of her lover emptying himself into her bowls was enough to send her over the edge one final time.

"YES!" Velvet came, her eyes rolling back into her head as her strength left her. Luckily, Pyrrha caught her before she could fall over.

"That was amazing." Jaune panted as he moved to sit on the bed. "Hopefully, I wasn't too rough with you two."

"You were amazing, Jaune." Pyrrha assured.

"And it was fantastic." Velvet added. They then moved to sit on either side of Jaune before pulling him into a sloppy, three-way kiss.

"Thanks." Jaune said, smiling. "And I don't know about you two, but I am spent."

"Same." Pyrrha and Velvet said before letting out a yawn. Curious, Jaune checked the time on his scroll.

"What time is?" Velvet asked.

"Almost ten."

"It looks like we should head to bed now." Pyrrha said.

"Yeah, especially since the tournament won't start again until tomorrow because the storm is still ongoing." Velvet added, with a boom of thunder happening a second later.

"Yeah. I could use some sleep." Jaune said, yawning.

"Same." Pyrrha and Velvet agreed. Kissing each other one last time, they got into bed and pulled the covers over them before falling asleep, content with being so close to each other.